PABLO GROSSI GARCÍA

VIDEOGAME DEVELOPER AND SOFTWARE ENGINEER

PERSONAL PROFILE

- Programmer focused on object-oriented programming and machine learning, with knowledge of multiple programming languages such as Java, C#, C++, Python and JavaScript.
- Computer engineer specialized in programming, design and production of video games for different platforms and operating systems.
- Versed in the development of intelligent behaviors and programming of artificial intelligences.
- Experience in product development and programming for consoles.
- High level in the use of Unity.
- Level C1 in english and native spanish speaker.

PROFESSIONAL ACHIEVEMENTS

- Awarded at the FIMP in Gijón 2019 for the best video game by the audience(District Dance Battle).
- Experience in teamwork with people of multiple nationalities during an Erasmus stay in Norway.
- Scholarship at the Colegio Mayor Ximénez de Cisneros of the Complutense University of Madrid.
- Development of a multidisciplinary matchmaking system for videogames.
- Collaboration with the Ontology Engineering Group of the Polytechnic University of Madrid in the Drugs4Covid project.

OTHER ACTIVITIES AND HOBBIES

- Black belt in Judo.
- On-going development of a Pokémon project (Pokémon Bizarre) that tries to simulate the classic structure of the franchise but giving it a personal touch.

STUDIES

Universidad Complutense de Madrid

Degree in Video Game Development, 2021

Universidad politécnica de Madrid

Master's degree in Artificial Intelligence, 2022

Colegio Santo Domingo de Guzmán, Oviedo

High School Diploma, Class of 2017

CONTACT

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MY REFERENCES

Github: https://github.com/PabloGarciaGrossi

Portfolio: https://pablogarciagrossi.github.io/portfolio/