




PROFILE:

Programmer focused on object-oriented programming and machine learning, with knowledge of multiple programming languages such as Java, C#, C++, Python and JavaScript.

I also do 2D Pixel Art for my own projects.

CONTACT:

 +34 684680126

 pablogarciagrossi@gmail.com

MY REFERENCES

Github:

<https://github.com/PabloGarciaGrossi>

Portfolio:

<https://pablogarciagrossi.github.io/portfolio/>

Master Thesis

<https://oa.upm.es/71352/>

OTHERS:

- Black belt in Judo
- Driving License & own car.
- Available for travelling.
- 2019 FIMP Best videogame by the audience.

PABLO GROSSI GARCÍA

*Videogame Gameplay Programmer
and AI Software Engineer*



WORK EXPERIENCE

ONTOLOGY ENGINEERING GROUP (2021-2022)

AI Software Engineer

Collaboration with the Polytechnic University of Madrid in the Drugs4Covid project

BORNAN SPORTS TECHNOLOGY (2022-2023)

Software Engineer

Developing the main system for sports event management

INFINIGON GAMES (2023-2024)

Lead Gameplay Programmer

Developing the gameplay in a licensed videogame by Outright Games.



STUDIES

DEGREE IN VIDEO GAME DEVELOPMENT, (2017-2021)

Universidad Complutense de Madrid

MASTER'S DEGREE IN

ARTIFICIAL INTELLIGENCE (2021-2022)

Universidad Politécnica de Madrid



PROFICIENCIES

- Unity Engine
- Godot Engine
- PyTorch & Keras
- Git & Perforce
- C#, C++, Python, JavaScript, Java
- 2D Pixel Artist



LANGUAGES

Spanish - Native Spanish Speaker

English - C1 Advanced