

PABLO PRIOR MOLINA

ABOUT ME

Senior student in Videogame Design and Development with a passion for creating **interactive experiences** and skills in **programming** and **teamwork**. I excel in creative problem-solving and user-focused project development, with a strong attention to detail and dedication to bringing ideas to life. My goal is to create games that are not only entertaining but also offer a **meaningful experience**. I am eager to apply my knowledge and **technical skills** to contribute in an innovative and challenging environment.

CONTACT

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ACTIVITIES AND HOBBIES

Gaming
Sports
Cinema Enthusiast
Socializing

LANGUAGES

Spanish – Native
English - Fluent

RELEVANT PROJECTS

Decor Dilemma

2024

Responsible for mechanics development, VR adaptability, and technical aspects of VR.

[Play Game](#)

The Shop Next Door

2024-Present

Responsible for multiplayer implementation with Netcode, database creation and management, and technical aspects of game mechanics.

[Play Alpha](#)

EDUCATION

Graduate in Technological Baccalaureate/High School

2019

Salesianos School

Videogame Design and Development studies

2021-Present

Rey Juan Carlos University

B2 International Certificate

Aptis ESOL British Council

CISCO Certification

2018

Through Salesianos School

KEY SKILLS

- Proficiency in Development Tools
- Programming Skills in C++, C#, JavaScript and Python
- Proficient in Unity and development environments such as Visual Studio, PyCharm and IntelliJ IDEA
- Version Control and Collaboration with Git
- Teamwork and Effective Communication
- Creative and Innovative Thinking
- Complex Problem-Solving
- Ability to Work Under Pressure
- Adaptability and Continuous Learning