PABLO
PRIOR MOLINA

ABOUT ME

Videogame Design and Development Engineering with a strong foundation in **Software Engineering** and a passion for creating **interactive experiences** and skills in **programming** and **teamwork**. I am passionate about building **robust** and **user-centered** software solutions, combining technical proficiency with **creativity**. My experience in game development has strengthened my skills in **programming**, **problem-solving**, and **teamwork**, while also honing my attention to detail and iterative design thinking. I aim to contribute to **innovative** software projects, whether in games or other interactive applications that deliver both functional value and engaging experiences. I am eager to apply my knowledge and continue growing in a dynamic, tech-driven environment.

CONTACT

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ACTIVITIES AND HOBBIES

Gaming
Sports
Cinema Enthusiast
Socializing

LANGUAGES

Spanish – Native
English - Fluent

RELEVANT PROJECTS

NEXTLANE SPAIN, S.L.
2025-Present
Software Development. Designing, developing and deploying software solutions using C# and .NET on AWS.

The Shop Next Door
2024-2025
Responsible for multiplayer implementation with Netcode, database creation and management and technical aspects of game mechanics.
Play Game

Decor Dilemma
2024
Responsible for mechanics development, VR adaptability and technical aspects of VR.
Play Game

EDUCATION

Videogame Design and Development Engineering studies
2021-Present
King Juan Carlos University

B2 International Certifcate
Aptis ESOL British Council

Software Engineering studies
2019-2021
King Juan Carlos University

Graduate in Technological Baccalaureate/High School
2019
Salesianos School

KEY SKILLS

- Proficiency in Development Tools
- Programming Skills in **C++, C#, Java** and **Python**
- Proficient in **Unity** and development environments such as **Visual Studio, PyCharm** and **IntelliJ IDEA**
- Proficient in Cloud Services (**AWS**), including **EC2** and **RDS**, as well as **database** management with **SQL** and **SQL Server Studio**
- Proficient in **Machine Learning** using **scikit-learn** and **NumPy**
- Version Control and Collaboration with **Git**
- **Teamwork** and Effective Communication
- **Creative** and **Innovative** Thinking
- Ability to **Work** Under Pressure and Complex **Problem-Solving**
- Adaptability and **Continuous Learning**