PABLO PRIOR MOLINA

ABOUT ME

Senior student in Videogame Design and Development Engineering 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

The Shop Next Door

2024-Present

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

Graduate in Technological Baccalaureate/High School

2019

Salesianos School

CISCO Certification

2018

Through 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
- 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