

Pablo Prior

Game and software developer

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Dear Hiring Team,

My name is **Pablo Prior**, and I am a **Game and Software Development Engineering** student. Throughout my studies, I have worked on various projects of different scopes and sizes, always focusing on the programming side (**game mechanics, multiplayer implementation**, and other technical aspects).

One of my most notable projects is **Decor Dilemma**, a game based on a simulation of purchasing, decorating spaces, and managing inventories within the construction industry, all designed for **Virtual Reality in Unity (C#)**. In this project, I was responsible for both the core gameplay mechanics and ensuring adaptability for VR.

Another significant project is **The Shop Next Door**, a resource management, personal life, and time management game centered around running a grocery store. I was in charge of the multiplayer system, as it is an online game for two players, using **Unity's Netcode** and programming in **C#**. Additionally, I worked on the database management and login system to store player data. For this, I used **MySQL Workbench** to create and manage the database, connecting it to an **AWS** environment using **EC2** and **RDS**. I also implemented **Python** scripts to handle all **SQL requests** to the database.

Currently, for my final thesis project, I am working on anti-cheat algorithms for video games. At this stage, I am handling large **datasets** (in CSV format), which I have been cleaning and organizing using Python and **Pandas** library. Right now, I am focused on classifying the data and beginning to train and test models using **Scikit-learn**.

Beyond these examples, I have also worked with various programming languages such as **Java, C++, JavaScript**, and even assembly language in different types of projects.

All these skills and experiences allow me to contribute and further develop my abilities in a company like **Airbus**.

Sincerely,

Pablo Prior