PABLO
PRIOR MOLINA

ABOUT ME

Senior student in **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 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
2024-2025
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**
- 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**