# 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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pabloprior.github.io/

# **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
- Proficient in Cloud Services (AWS), including EC2 and RDS, as well as database management
- 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