



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 Certificate

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 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**