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|  |  | PABLO  PRIOR MOLINA |
| ABOUT ME **Software and Game Development Engineer** with a passion for creating **interactive experiences** and skills in **programming** and **teamwork**. I am passionate about building **robust** and **user-centered** software solutions, combining technical proficiency with **creativity**. My experience in gamedevelopmenthas strengthened my skills in **programming**, **problem-solving**, and **teamwork**, while also honing my attention to detail and iterative design thinking. I aim to contribute to **innovative** software projects, whether in games or other interactive applications that deliver both functional value and engaging experiences. I am eager to apply my knowledge and continue growing in a dynamic, tech-driven environment. CONTACT PHONE:  +34 639026895  LINKEDIN:  [linkedin/pablopriormolina](https://www.linkedin.com/in/pablo-prior-molina-a00b32338/)  E-MAIL:  [pabloprior2107@gmail.com](mailto:pabloprior2107@gmail.com)  PORTFOLIO:  [pabloprior.github.io/](https://pabloprior.github.io/) CERTIFICATES **AZ-900: Microsoft Azure Fundamentals**  Microsoft  **B2 International Certificate**  Aptis ESOL British Council LANGUAGES Spanish – Native  English – Fluent ACTIVITIES AND HOBBIES Gaming  Sports  Cinema Enthusiast  Socializing |  | RELEVANT PROJECTS **NEXTLANE SPAIN, S.L.**  2025  Software Development. Designing, developing and deploying software solutions using C# and .NET on AWS.  **The Shop Next Door**  2024-2025  Responsible for multiplayer implementation with Netcode, database creation and management and technical aspects of game mechanics.  [Play Game](https://kioreco.itch.io/the-shop-next-door) Decor Dilemma 2024  Responsible for mechanics development, VR adaptability and technical aspects of VR.  [Play Game](https://pablowht.itch.io/decor-dilemma) EDUCATION **Master’s Degree in Engineering in Artificial Intelligence**  2025-Present  International University of La Rioja  **Videogame Design and Development Engineering**  2021-2025  King Juan Carlos University  **Software Engineering**  2019-2021  King Juan Carlos University Graduate in Technological Baccalaureate/High School 2017-2019  Salesians 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** and **SQL Server Studio** * Proficient in **Machine Learning** using **scikit-learn** and **NumPy** * Version Control and Collaboration with **Git** * **Teamwork** and Effective Communication * **Creative** and **Innovative** Thinking * Ability to **Work** Under Pressure and Complex **Problem-Solving** * Adaptability and **Continuous Learning** |