|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Pablo Prior  Game and software developer | | | Madrid  +34 639026895  pabloprior2107@gmail.com |  |
|  |  |  |  | |  |
|  |  |  | 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 Arup.Sincerely, Pablo Prior | |  |
|  |  |
|  |  |