PABLO RODRÍGUEZ-BOBADA GARCÍA-MUÑOZ

Programmer, Game developer

PROFILE

Game dev graduated from Complutense University of Madrid, where I got to participate in the development of a variety of apps, tools and games for PC, mobile and PS4.

I'm looking for a programmer job, primarily on the videogame scene, although I'm open to explore other environments.

Remote or on-site work flexibility.

CONTACT

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PORTFOLIO:

https://pablorbgm.github.io/

LINKEDIN:
www.linkedin.com/in/pabloRBGM

GITHUB:
https://github.com/PabloRBGM

LANGUAGES

Spanish – Native

English – Professional proficiency

EDUCATION

Video Game Development Bachelor's Degree, Complutense University of Madrid
September 2018 – June 2022

English Level 2 in ESOL International (First), University of Cambridge
September 2016 – August 2018
Grade A, demostrando un nivel de C1

General Certificate of Education, I.E.S. Ojos del Guadiana
September 2016 – June 2018

SKILLS SUMMARY

Programming

- Wide C++ and C# usage, and use of Java, Python, Javascript, LUA and C.
- Extensive use of the Unity game engine and a more basic UnrealEngine usage.
- Extendable and reusable application development.
- Multiplatform and multithreaded application development.
- Low-level programming in PS4.
- Digital systems on local networks and Internet.
- Augmented reality and virtual reality application development.
- Computer graphics processing knowledge (graphics pipeline, shaders, meshes and lighting).

Design

- Logic/gameplay design and programming in videogames.
- UI design and implementation.

Management

- Agile development methodologies usage, such as Pair Programming and SCRUM.
- Wide use of versión control systems, mainly GIT.
- Use of Project managment tolos such as PivotalTracker.
- Iterative and incremental software development: planning, objectives, development and testing.

Art

- Basic Photoshop knowledge.
- Basic Blender knowledge.