



PAU FUSCO ZAMORA

PROFILE

Graduate in Video Game Design and Development from CITM (2025).

Focus on programming, *gameplay* specifically. Worked on university projects and game jams implementing gameplay related systems, such as **enemy spawns** or **player combat** and **movement**.

Gained hands-on experience as an IT Assistant at Serveis Clínic, improving technical and problem-solving skills.

Developed and published academic and personal projects on itch.io and [GitHub](https://github.com).

CONTACT

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PORTFOLIO
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LOCATION
Sant Boi de Llobregat,
Barcelona, Spain

EDUCATION

Master in Programming and Design with Unreal Engine – Tokio School
2025 – Present

Program targeting expanding knowledge in Game Design and deepen my understanding of Unreal Engine Development.

Bachelor in Game Design and Development Bachelor – CITM UPC
2021 – 2025

Focusing on entertainment development in groups of multiple people, accentuating teamwork and communication. Development with multiple languages like C, C#, C++, Flutter/Dart, and Python.

EXPERIENCE

IT Support – Serveis Clínic
2023

Help colleagues with technical problems. Worked on device refurbishment and creating new ones from their old parts. Also made help with any issue with the surveillance system.

FEATURED PROJECTS

Primal Cycle, Unity – GMTK Game Jam 2025

Top-down two-stick rogue-like shooter. 7-people team. *Gameplay programming*, in charge of *player movement*, *weapon mechanics* and *stats*, *enemy spawn system* (inspired in the [Risk of Rain 2 director system](#)), and gun-play feedback.

In the Tracks of Fate, Unity – 8a Gran CITM Game Jam (2025)

Point-and-click narrative adventure. 5-people team. Programming, in charge of player movement, interaction, game progression (time system, time events, quest character progression).

Alien Nemesis, Custom Engine – University Project (2024)

Isometric two-stick looter shooter. 20-people team. Programming, in charge of engine *scene management*, engine *prefab system*, player gameplay (abilities and movement). Tasks of Scrum Manager for 1 production deadline.

TECH STACK

LANGUAGES	GAME DEV	TOOLS
C++, C#, Python, Flutter	Unity, Unreal Engine, Raylib	Visual Studio, Git, Scrum, Nvim