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 Clínics, improving technical and problem-solving skills.

Developed and published academic and personal projects on itch.io and GitHub.

CONTACT

PORTFOLIO
paufusco.github.io/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

Software Developer – Knowmad Mood
2025-26
Development of web services with Java and Salesforce, using Agile and Scrum methodologies.

IT Support – Serveis Clínics
2023
Help colleagues with technical problems, which include device malfunctions, device setup, surveillance system issues, etc.
Worked on device refurbishment and creating new ones from their old parts.

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,* and *game-feel*.

Who Am I? (Godot) – Global Game Jam 2026
Narrative 3D platformer. 5-people team.
Programming, in charge of player movement mechanics and interaction.

Alien Nemesis (Custom Engine, C++) – 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).

TECH STACK

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