PAU FUSCO ZAMORA

PROFILE

Graduate in Video Game Design and Development from CITM (2025), with interest in everything regarding Gameplay Programming, from Systems to Combat.

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, with a solid base in design and programming.

Native in Catalan and Spanish, fluent in English, and basic in Japanese and German. Passionate about video games and music, and motivated to grow within the game development industry.

CONTACT

EMAIL
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PORTFOLIO
paufusco.github.io/portfolio

PHONE
+34 619 52 84 82

LOCATION
Sant Boi de Llobregat, Barcelona

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.

My contributions to team projects focused on Gameplay and Systems programming, also organizing small groups of people following Scrum and Agile methodologies to deliver features inside work timelines.

EXPERIENCE

IT Support - Serveis Clínics
2023
Work as IT Assistant in a Health Clinic, helping colleagues with technical problems. Worked on device refurbishment and creating new ones from their old parts, also making sure all tech, such as surveillance systems, worked correctly.

LANGUAGES

English	C1
Spanish	Native
Catalan	Native
Japanese	Beginner
German	Basic

TECH STACK

C++	C#	Python	Flutter
Unreal Engine	Unity	Raylib	SDL 2