

PAU OLMOS SERRANO

Barcelona, Spain · +34 654 80 69 44 · @pauolmos.gd@gmail.com · <https://www.linkedin.com/in/pau-olmos-serrano>
GitHub: <https://github.com/PauOlmos> · Portfolio: <https://pauolmos.github.io>

Game Developer experienced in gameplay programming, game design and planning & organization. Really focused on keeping learning and improving my skills. With a high level in bosses design and programming, I have completed developing an action game based on fighting numerous bosses and looking forward to developing another one with all the knowledge acquired. I am always open to constructive criticism and I have excellent communication skills both in English and Spanish.

EDUCATION

Centre Imatge i Tecnologia Multimedia, UPC, Terrassa, Spain

- **Bachelor's Degree in Design and Development of Video Games**

Honors in "Video Games Design I"

Honors in "Bachelor's Degree Final Project"

Award of "Bachelor's Best Thesis"

Ins Terrassa, Terrassa, Spain

- **Baccalaureate Degree in Science**

PROFESSIONAL EXPERIENCE

CITM, Terrassa, Spain

- **Producer & Lead Programmer** of 8 students studio developing a video game with C++

CITM, Terrassa, Spain

- **Programmer & Designer** in a 40 students studio developing a video game with our own-made video game engine.

CITM, Terrassa, Spain

- **Video Game Developer** creating ENTITY, the video game made by myself from scratch with Unity as a practical part of my Bachelor's Degree Final Project.

SKILLS

Programming Languages: C++, C#, C, Flutter

Engines: Unreal Engine 5, Unity

Apps: Blender, 3DS Max, Photoshop, Illustrator, Houdini, Substance Painter.

Languages: C1 Certificate English, Native Spanish, Native Catalan