



PAU SOLÉ TORRALBA

Versatile developer, with the ability to adapt to technological changes and eager to continue learning.

VIDEOGAME DEVELOPMENT TECHNICIAN, APPLIED GAMES AND MOBILE APPLICATIONS

CONTACT

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-  <https://pausolt.github.io>

KNOWLEDGE

- Unity
- Unreal Engine
- C
- C++
- C#
- ReactJS
- HTML/CSS/JS
- Java

LANGUAGES

- Catalan
- Spanish
- English

PROJECTS

BEKKUS

<https://ottarastudio.itch.io/bekkus>

- 3D videogame of adventure and exploration. The objective is to take photos of many cute creatures wandering around the world.

BILUX

<https://drhut94.itch.io/bilux>

- 2D platform videogame with interesting mechanics and a handful of levels to play.

SLIME DEFENSE

<https://pausol.itch.io/slime-defense>

- Mobile tower defense game about protecting the slime king and its castle

FORMATION

CERTIFICATE OF HIGHER EDUCATION IN CROSS-PLATFORM APPLICATION DEVELOPMENT

La Salle Gràcia | Sep 2024 - May - 2026

VIDEOGAME SPECIALIZATION COURSE

Institut Pedralbes | Sep 2024 - May - 2025

CERTIFICATE OF HIGHER EDUCATION IN CROSS-PLATFORM APPLICATION DEVELOPMENT FOR VIDEO GAMES

ENTI-UB | Sep 2018 - Jun 2020

WORK EXPERIENCE

FULL STACK DEVELOPER | SHIP QUIK TECNOLOGIA S.L.

- Frontend and backend programmer of the web page using ReactJS, Redux, NodeJS, MUI, Formik, and NPM and NodeJS with Agile methodology.