Paula Cabezas
GAME PROGRAMMER

CONTACT

+34 605111135
paula.cab.car@gmail.com
portfolio
linkedin

TECHNICAL SKILLS

C++ · UE5 · Networking
Git · C# · Unity · Jira
Aws Gamelift · Html · CSS

SOFT SKILLS

Teamwork · Adaptability
Empathy · Critical thinking
Problem solving

LANGUAGES

Spanish | Native
English | C1 Advanced

EXPERIENCE

BLACKMOUTH GAMES

Lead Game Programmer | May 2024 - Feb 2025
· Managing the programming team working on Domenation, optimizing workflows for high-quality solutions, designing game systems, and collaborating with other department leaders to maintain scalable and efficient development.

Game Programmer | Jan 2023 - Apr 2024
· Creating and optimizing multiplayer systems, implementing UI, and performing extensive bug fixing to elevate overall game quality and playability, among other responsabilities.

THE CORE SCHOOL

Unreal Programming Lecturer | Feb 2024 - Now
· Delivered introductory classes on Unreal Engine, providing foundational knowledge and practical skills to help students understand essential concepts in game development.

EDUCATION

MASTER IN GAME PROGRAMMING
U-Tad, Madrid | 2021 - 2022

DEGREE IN GAMES AND ENTERTAINMENT TECHNOLOGY
Nord University, Steinjker, Norway | 2019 (Erasmus)

DEGREE IN INTERACTIVE PRODUCTS DESIGN
U-Tad, Madrid | 2017 - 2021

COURSES & CERTIFICATIONS

UNREAL ENGINE 5 C++: CREATE CUSTOM EDITOR TOOLS
UDEMY | 2025