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

SOFT SKILLS

Teamwork · Adaptability
Empathy · Critical thinking
Problem solving

LANGUAGES

Spanish | Native
English | C1 Advanced

EXPERIENCE

BLACKMOUTH GAMES

Lead Game Programmer | May 2024 - Now
Manage the programming team working on Domenation to design and optimize the game systems, collaborating with other leaders to maintain scalable and efficient development.

Programming Manager | Nov 2023 - Apr 2024
Coordinated task execution, supervised the team, and ensured efficient workflows to deliver high-quality technical solutions, fostering collaboration to achieve departmental goals.

Game Programmer | Jan 2023 - Oct 2023
Created and optimized multiplayer systems, implemented UI, and performed extensive bug fixing to elevate overall game quality and playability, among other tasks.

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