



Pau Vivas Zamora



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[Profile](#)



Barcelona, Spain



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LANGUAGES

- Catalan: Native
- Spanish: Native
- English: High level C1

EDUCATION

- **Design and Development of Video Games (in English)**

CITM-UPC

09/2021 - 06/2025

- **Design and Development of Video Games (Erasmus)**

LAB University of applied sciences (Finland)

09/2024 - 01/2025

SKILLS

TECHNICAL SKILLS

- Programming: C#, C++, Python
- Game Engines: Unity, Unreal Engine
- Graphics: OpenGL, shaders, post-processing
- Version Control: Git, GitHub

GAME DESIGN

- Game mechanics and systems design
- Game balancing
- Narrative design
- GDD (Game Design Document)

OTHER

- Cross-platform development (PC, mobile, web)
- Agile methodologies
- AI applied to videogames and LLMs

ABOUT ME

Graduate in Design and Development of Video Games from CITM-UPC, passionate about how video games combine art, technology, and interactive storytelling. I enjoy creating immersive digital experiences that merge programming, design, and teamwork.

I stand out for my communication skills, natural leadership, and ability to collaborate with multidisciplinary teams, fostering a positive and productive environment. I also enjoy organizing music events, where I've strengthened my planning, time management, and creative problem-solving abilities.

I consider myself an empathetic, responsible, and highly motivated person, always eager to keep learning and growing, both professionally and personally.

WORK EXPERIENCE

- **Educational Instructor**

Kumon

11/2022- Present

I work as an instructor at a Kumon learning center, ensuring that students follow the Kumon method, a self-learning approach focused mainly on mathematics, reading, and English.

- **Bartender**

Various festivals

06/2025 - 9/2025

Worked at the bar during several major music festivals such as Primavera Sound, Cabrorock, Tingladu, Canet Rock, and Spring Festival (Alicante).