



PEDRO GONZÁLEZ-ANTA TORRENTS-FAURA

ABOUT ME

I hold a Master's Degree in Advanced Programming for AAA Video Games, have developed using mainly **C++** and **C#**, and have actively contributed to various projects on **Unity engine** or **in-house engines**, including the successful release of a **game**.

CONTACT

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Barcelona

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SOCIAL MEDIA

[LinkedIn](#)

[Portfolio](#)

[GitHub](#)

ABILITIES

C++ C#

Git Jira

LANGUAGES

Spanish	Native
Catalan	Native
English	C1 Level
German	Basic

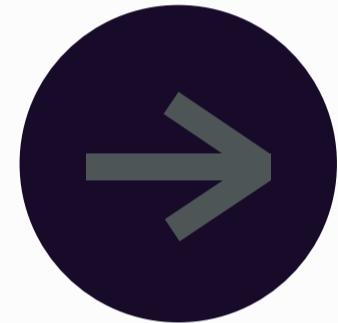
PROJECTS



Game developed with an **In-House Engine** on **C++**, during the Master's Degree



Game developed with **Unity**, **C#** and released on **Steam**



EXPERIENCE

Produktia TV (Feb. 2022- May 2022)

Internship where i worked as a developer within a small team of developers and artists, contributing on the creation of virtual reality projects for other companies, using Unity and using C#

Mon Petit Nicolás (Sept. 2019- March 2020)

Developed a shop web page with javascript for the company, and worked there until the web was completely finished and they could keep using it without my services

EDUCATION

UPC School

Master's Degree in Advanced Programming for AAA video games
Nov 2023

IFP Grupo Planeta

Certificate of Higher Education in Video Games and Online Digital Leisure
June 2022