



CONTACT



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Barcelona



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SOCIAL MEDIA



[LinkedIn](#)



[Portfolio](#)



[GitHub](#)

SOFT SKILLS

Adaptability

Willingness to learn

Communication

Empathy

Team Work

Organisational skills

TECHNICAL SKILLS



C++



C#



Git



Jira

LANGUAGES

Spanish

Native

Catalan

Native

English

C1 Level

German

Basic

PEDRO GONZÁLEZ-ANTA TORRENTS-FAURA

I hold a Master's Degree in Advanced Programming for AAA Video Games, have developped 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.

I thrive in **collaborative** team environments and am deeply **passionate** about programming and video games. My strong **commitment** and my drive to constantly **improve**, contributes to my value as a team member. Curious about my work? Take a look at my **portfolio**.

PROJECTS



Starfall Rebellion (Master's project)

Project developed with an **in-house engine** on **C++**, during the Master's degree. I worked on the **engine programming**, UI/Level programming, but mostly on **gameplay programming**.



Play With Me

Indie project developed with **Unity** on **C#**, on three months and later on released on **Steam**. I worked on game design, level programming, art, but mostly on **gameplay programming**.

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 C#.

Mon Petit Nicolás (Sept. 2019- March 2020)

Developed an e-commerce with javascript for the company, and worked there until the web was completely finished and they could maintain 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