

Pedro Rojo

Game Developer | AR/VR | Unity & Unreal | Educator

Profile

Passionate Game Developer with experience in Desktop, Mobile, and VR apps using Unity, Unreal, and other frameworks. Experienced educator and coordinator of game development courses, helping students bring their projects to life. Skilled in teamwork, cross-discipline collaboration, and rapidly learning new technologies.

Skills

- Game Development & VR Experiences: Unity, Unreal Engine, C#, Blueprints
- Soft Skills: Teamwork, collaboration, problem-solving
- Mindset: Constantly learning new technologies to maximize results

Education

Pedro Rojo

BigWave - Master in Coding

Sep 2022 – Mar 2023

Focus: Game Development, AR/VR, AI, Web Technologies

BigRock R&D Program

Mar 2023 – Sep 2023

- Selected students program for Research & Development in emerging technologies
- Projects included MetaHumans, AR/VR experiences, AI-powered installations

Work Experience

Bigrock - Teacher & Developer

Sep 2023 – Present

- Teaching and coordinating the Master in Coding and the Master in Videogame
- Head of Master in Videogame: prepared lessons, defined curriculum, assigned exercises
- Managed final thesis projects as Project Manager

H-Farm - Teacher

Summer 2023 - Summer 2024

- Led Summer Camps for young students starting from zero
- Introduced coding and digital creativity in an engaging and accessible way

Projects

Scila e Il Drago Diamante

PC Game, available for Free on Steam

• Steam Page

Venetiel MML

Exhibited at Biennale Architettura 2023, Venice

Pedro Rojo

• Learn More

COTERIE x Arcadia Earth

Live AI installations at Javits Center, New York

• COTERIE post

Achievements & Certifications

• Unreal Authorized Instructor – Exclusive recognition by Epic

Contact

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- **Website**