


PABLO LARIO


Game Programmer

+34 601 366 273

pablo.lario02@gmail.com

Albacete, Spain (available for relocation)

 [Github Profile](#)

 [Personal Website](#)

 [Linkedin Profile](#)

 [Itch.io Profile](#)

EDUCATION

Bachelor's in Computer Science

Minor in Data Analysis, Machine Learning and Artificial Intelligence

University of Castilla-La Mancha

September 2019 - February 2024

- **Honor award** obtained in first course on Programming.

TECHNICAL SKILLS

Programming Languages

Strong

- C#
- Python
- Java

Soft

- C / C++
- TypeScript
- GLSL

Game Engines

Strong

- Unity

Soft

- Unreal Engine 5

Technologies

Strong

- Git
- Notion
- SpringBoot
- Jira
- SQL

Soft

- OpenGL
- SDL

LANGUAGES

- Spanish
 - Native
- English
 - B2, certified EOI Albacete, 2017

PERSONAL PROJECTS

The most important projects I've developed can be found here:

 [Portfolio](#)

WORK EXPERIENCE

Softtek

JUNIOR SOFTWARE ENGINEER

February 2023 - Present

- Data processing, indexing and searching with **Elasticsearch**.
- Backend development with **Java**, **Spring Boot** and **SQL**.
- Development of a script with **Python** to automate the creation of crud **microservices**.
- Frontend development with **Vue.js** and **TypeScript**.
- Unit testing with **Mockito** and **Junit 5**.

Self-employed

INDIE GAME DEVELOPER

May 2022 - June 2023

- Development and publishing of **Project Romboid**, my first commercial game as an indie game developer. Project Romboid is a **2D arcade roguelite game** in which players need to survive increasingly difficult waves of enemies by picking and combining powerful items.
- The game has been developed with **Unity** and **C#**.

 [Project Romboid on Steam](#)

University of Castilla-La Mancha

FINAL DEGREE THESIS

June 2023 - February 2024

- Development of my final degree thesis titled "**Comparative analysis of OOP and DOP focused on videogame development with Unity and Unity DOTS**". In this project I developed two prototypes using **OOP** and **DOP** with **Unity** and **Unity DOTS**, and analyzed and compared the performance of both programming paradigms.
- The project has been developed with **Unity**, **Unity DOTS** and **C#**.

 [Project code on Github](#)