

Adrián Poza Guillermo

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PROFILE

I'm a Master degree student at Universidad Rey Juan Carlos, Spain. Passion for gameplay, graphics and physics programming.

EXPERIENCE

SEDDI

Dec- 2020 > Current

Research Assistant (Intern)

Helping to develop tools for yarn level cloth simulation and visualization.

Creative Minds Education

Sep. 2019 > Dec. 2020

Robotics, 3D design and programming teacher

To children between 7 and 14 year old. Using Blender, Scratch, Construct and many other tools to build amazing things.

innoQA

Sep. 2019 > Jan. 2020

Software testing automation engineer

Programmed automated tests in python for a web application for Prosegur.

EDUCATION

Universidad Rey Juan Carlos

Videogame Design and Development (Sep. 2016 – Jun.2020)

Learned game programming, computer graphics, animation, 2D and 3D design and much more.

Master Degree in Computer Graphics, Simulation and Virtual Reality (Sep. 2020 – currently)

Learning advanced computer graphics, animation, physics, simulation and different ways of user-machine interaction.

SKILLS

- C++, C#, Java, Python
- Computer Graphics
- Unity3D
- SQL and NoSQL
- Git