

Pablo Bengoa Nagy

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I am a Spanish programmer who has been interested in games and technology since a very young age. As I have progressed through my studies I have discovered that I especially love working on the systems of a game and its engine rather than design. It is very rewarding to create an algorithm that works well and efficiently.

Education

- **Coventry University** - 2020/2021
 - Games Technology BScRelevant modules:
 - Advanced Games Programming - **First Class**
 - Advanced Graphics Programming - **First Class**
 - 3D Modelling and Animation - **First Class**
 - **ESAT (Escuela Superior de Arte y Tecnología de Valencia)** - 2017/2020
 - Higher National Diploma BTEC Level 5 - **Merit**Relevant Modules
 - Final Project - **Distinction**
 - Advanced Rendering & Visualization - **Distinction**
 - 1 year of high school spent in the United States
 - 1 year of high school spent in France
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Skills

Languages:

- Spanish - Native
- Hungarian - Native
- English - Native (C1 certificate)
- French - Fluent (C1 certificate)

Programming languages:

- C++, C, C#.
- GLSL, HLSL.
- Lua (as scripting for C).
- Python (helper scripts)

Engines: Unreal Engine 4 (most proficient), Unity Engine.

APIs: OpenGL, Vulkan, DirectX 12.

Other: Visual Studio, Git, Perforce.

Projects

- **Synthetic Hazard:** FPS Game created as a final project in Unreal Engine 4, released on steam.
- **OpenGL/Vulkan engine:** Engine coded from scratch that can use opengl or vulkan as backend renderers. Features include diffuse and specular illumination, shadow mapping, post processing, bump mapping and scripting.
- **C++ raytracer:** Multithreaded raytracer made for the advanced graphics module.
- **Procedural Terrain:** Infinite Terrain generator using perlin noise and rendered with OpenGL.

Full portfolio: <https://bengoana.github.io/PabloBengoal/>

Hobbies

I play the trombone and have studied in the conservatory for 3 years. During the winter I love snowboarding and over the summer I do mountain biking and enjoy riding a motorcycle to disconnect from the week.

During my studies I taught programming to some students from lower years and have worked as a summer camp monitor in hungary.