

# Carolina Cuadra Pardo

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## SKILLS

| Technical   | Other  |
|---|--|
| <ul style="list-style-type: none"><li>• Vulkan</li><li>• C++</li><li>• GLSL</li></ul> | <ul style="list-style-type: none"><li>• Judo Black Belt</li><li>• Fluent in English &amp; Spanish. Conversational French.</li><li>• Fast Learner</li></ul> |

## EDUCATION

### **University of Leeds**

Msc High Performance Graphics and Games Engineering

Leeds, UK

2023 - 2024

Classification: Achieved grade until date: 2:1

- MSc Project: mesh reconstruction from point clouds using Marching Cubes.
- Game Engine (group project) Reina Engine: created a game engine from scratch in C++. Developed the skeletal animation system and integrated a physics library into the project. A demo video can be seen [here](#).
- High Performance Graphics: graphics programming using Vulkan. Implemented a renderer with physically inspired shading with a microfacet-based BRDF model, render-to-texture, postprocessing and shadow mapping.
- Animation and Simulation: created different animated simulators, including skeletal animation with blending, a flight simulator with a particle system, and physical simulation of a sphere on uneven terrain.
- Geometric Processing: mesh representation with directed edges, Loop subdivision (mesh operations), and texture parameterization using Floater's shape preserving mapping.
- Foundations of Modelling and Rendering: created a raytracer & renderer (OpenGL) with Blinn Phong.

### **University of Liverpool**

BSc Computer Science

Liverpool, UK

2020 - 2023

Classification: 2:1

- Honours Project: developed a medieval simulator game in Unity3D (C#)
- Advanced Topics in Computer Game Development: reviewed current literature in video games and created a procedurally generated dungeon hide and seek game with intelligent agents.
- Other modules include: complexity of algorithms, principles of C and memory management, advanced object oriented C languages (C++, C#), OOP in Java, and x86 assembly programming.

### **The British School of Malaga**

Malaga, Spain

June 2020

Spanish: A, Physics, A; Mathematics: A; Business Studies: B, Information Technology: B

## RELEVANT WORK EXPERIENCE

### **VTime**

Liverpool, UK

#### **Intern**

September 2022

- Created a Slack Bot for the internal communications of the company. Written in Java.
- This included Spotify control through Slack channels, Wake-On-LAN for remote workers to turn on their office PCs.

### **VTime**

Liverpool, UK

#### **QA tester**

February 2023

- Tested the now released *Border Bots* VR game.
- Gave detailed feedback, troubleshooted issues, and suggested creative changes to improve gameplay and playability.

## OTHER WORK EXPERIENCE

### **STINT, IndeedFlex, MINT**

#### **Hospitality**

UK

June 2021- March 2023

Temporary hospitality work, from kitchen porter to server, operating tills in various venues and businesses around the North West; this included events catering in venues such as Manchester Arena and Liverpool Anglican Cathedral.

## **VOLUNTARY EXPERIENCE**

### **Game Republic Student Showcase**

Stoke on Trent  
June 2024

Participated in the student showcase with the *Reina Engine* under the Game Technology category, competing against over 150 students in various categories. The game engine was featured in the [showreel](#). Explained the technical details of the engine implementation to industry professionals, other students, and university staff.

### **European Youth Parliament**

Malaga, Spain  
2019

Participated in the regional EYP event, where a group of young students debated on world issues. Improved my communication and public speaking, in front of a crowd of 200 students.

### **European Judo Federation**

Malaga, Spain  
2017 - 2020

Volunteered at Major judo competitions of around 300-400 participants. Responsibilities included communicating with competitors and coaches, as well as keeping track of match scores.

**References available upon request.**