

Carolina Cuadra Pardo

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SKILLS

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

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

UK

Hospitality

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.