


PEDRO COLLADO ROJAS

Software Engineer

CONTACT

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 [Linkedin](#)

 [Portfolio](#)

EDUCATION

► Universidad Politécnica de Madrid

2013 - 2022

Software Engineering

► Universidad U-Tad.

2022 - 2023

Master of Videogame
Programming

LANGUAGES

- English B2

PROGRAMMING LANGUAGES

- C++
- Python
- Java

GAMEDEV TECHNOLOGIES

- Jenkins
- Maven
- Azure
- Git
- Visual Studio
- JetBrains Rider
- Unreal Engine 5

PROFILE

I am an enthusiastic person about videogames since I was a teenager. I started to be interested on videogames programming when I was 15 using UE3. I am always looking for improving my programming skills. I am an open minded, responsible, tidy, and proactive person. I am eager to keep learning new things and develop amazing features.

EXPERIENCE

Welding Crow

March 2023 - September 2023

Software Engineer / Videogame Programmer

- Tools Programmer
- AI Programmer
- Gameplay Programmer
- Optimization and Profiling