


# 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: Proficient, CEFR Level B2
- Spanish: Native

## PROGRAMMING LANGUAGES

- C++
- Python
- Java

## GAMEDEV TECHNOLOGIES

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

## PROFILE

I have been a video game enthusiast since I was a teenager. I started to be interested on videogames programming when I was 15 using Unreal Engine 3. 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 (End of Life Game)

*March 2023 - September 2023*

#### Software Engineer / Videogame Programmer

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

### Personal Work

- Project in Unity About AI: Fuzzy Logic, Neural networks, Rules, Genetic Algorithms.
- Replicate and research about John Coways' game 'Game of Life' programming, deterministic rule-based algorithms.
- Bachelor's Thesis about 'Big data' and data mining: Machine Learning, Supervised data models.
- GPS device driver programming (Using Google API and Galileo Network).
- Currently researching about Unreal Engine's GAS module and Procedural Generation techniques.