PABLO CANO **SAN ROMAN**

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PROFILE

Hard-working and an adaptable games developer that is looking to join the videogames industry on the programming or quality assurance departments. Currently coursing my third and last year doing Computer Games Development in Staffordshire University expecting to get a first at the end.

During my university experience, I have acquired technical skills through project development such as C, C++, C#, and HTML. Some of these projects are showcased on my website and GitHub. I have also got experience on the use of game engines, such as Unity and Unreal Engine 4, and I have used a cross-platform development library as well called SDL and an API called OpenGL for my first-year projects.

I have also worked in a university team project where I developed my communication and hardworking skills, and where I had to use my leadership skills to create the game.

I have always been interested in video games and would like to work in this thriving industry while having fun creating games to satisfy the consumers of my skills.

TECHNICAL SKILLS

- C# (Proficient)
    - Unity
- C++ (Strong)
    - Unreal Engine 4
- OpenGL (Basic knowledge)
- SDL (Basic knowledge)
- HTML (Basic knowledge)

OTHER SKILLS

- Team working
- Hard working
- Mathematical aptitude
- Communication
- Leadership skill

EDUCATION

2014 - 2018
ESO (EQUIVALENT TO GCSE), COLEGIO SAN JUAN BAUTISTA SALESIANOS ESTRECHO
In Mathematics, Physics, and Chemistry.

2018 - 2020
BIO-SANITARY BACCALAUREATE (EQUIVALENT TO A-LEVELS), COLEGIO SAN JUAN BAUTISTA SALESIANOS ESTRECHO

In TIC (Information and Communication Technologies), Mathematics and Physics.

2020 - PRESENT

BSC HONS COMPUTER GAMES DEVELOPMENT, STAFFORDSHIRE UNIVERSITY

1st Year:
- Games Engine Creation (76.50%)
- Fundamentals of Game and Graphical System Development (68%)
- Professional Development and Games Industry Employability (90%)
- Digital Technologies (70%)

2nd Year:
- Game Engine Programming (63%)
- Games Development (69%)
- Technical Games Production (75%)
- Virtual and Augmented Reality (88%)

3rd Year (Currently):
- Game Mechanics Programming
- Games Technology Research Project
- Group Game Development Project and Work-Based Simulation
- Mobile Games Development

SOME UNDERGOING AND COMPLETED PROJECTS

SEPTEMBER 2020

GAMES JAM, STAFFORDSHIRE UNIVERSITY

I worked on a team project where I learned the basics of unity: the inspector tab, how to control the scene, the assets folder, etc. We made a basic game where a single player attacks an enemy.

2020 - PRESENT

BSC HONS COMPUTER GAMES DEVELOPMENT, STAFFORDSHIRE UNIVERSITY

1st Year:
- Fundamentals of Game and Graphical System:
  - 3D game: In this project I made a Solar System in OpenGL. I used trigonometry to continuously track the position of the planets on the orbit.
- Games Engine Creation:
  - Mario Bros.: I made the classic Mario Bros. game using C++ in visual studio and SDL.

2nd Year:
- Game Engine Programming (GEPSem2UE4.26 repository on GitHub):
  - Unreal Engine 4 (3D FPS puzzle game): Using live code, I created a mechanic where the character could grab certain cubes with a gun and move them around, I created an AI turret, using the behavior tree system that UE4 has, and a pressure plate that will open a way for the character to go only if the cube press the pressure plate.
- Games Development (GamesDev_Semester2 repository on GitHub):
  - Unity Game (2D Metroid-Vania game): On this game I created a mini-map, where you could see the location of the character and enemies within the map. I also created a great amount of mechanics like for example breaking certain walls, making the character dash and glide in the air, throw fireballs to damage the enemy AI or creating ice platforms that have a cooldown and cannot appear on front of the character or the map. I added a parallax background, and I created the map using the tile palette system that Unity gives you.

- Technical Games Production (Link to the repository in GitHub: TGP_GROUP_9):
  - Working with Unity, I design and created the camera on this game, where I created a souls-like camera, the AI and spawning system, where I used the prototype design pattern to save memory when the enemies had to spawn, and the animations, where I used the finite-state machine system that Unity must link all the animations together.
- Augmented and Virtual reality (UnityVR repository on GitHub)
  - Using Unity and a VR framework given by the university, I created an escape room puzzle game, where I used keyframe interpolation to create some animations and I created Interactable UI.

HOBBIES AND INTERESTS

- Videogames
  - Souls-like games, Metroidvanias, Rogue-like games, Hack and Slash, Puzzle games, …
- Judo
  - 10 years of experience, acquired a black belt on judo after a lot of hard work, stop doing it because of a shoulder injury.
- Volleyball
- Rubik Cubes
  - 6 years of experience, with perseverance I could finish the Rubik cube in 20 seconds once.
- Rugby
  - 8 years of experience stopped playing due to a shoulder injury.
- Films
- Anime
- Warhammer
  - Making and painting figures