Pablo Armando Rodríguez Codes

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I am a student at Goldsmiths, University of London, currently studying for an MSc in Computer Games & Entertainment. I am looking for a graduate position in a gameplay programming role, being mainly interested in triple-A studios with the goal of specializing in AI programming.

Projects & Skills

Descent – (link)
Puzzle horror game developed in Unreal, with the main contribution being the development of the AI systems and other gameplay elements.

- Artificial Intelligence (Behaviour Trees & Pathfinding)
- Gameplay programming
- Unreal Engine 4 (Blueprint)

Procedural Terrain Generator – (link)
Terrain generation tool based in Perlin noise. Generation of water bodies is performed using flooding algorithms, and road / path generation uses A* search.

- Procedural Content Generation
- Tools programming
- Multithreaded programming
- Data structures & optimization
- Unity3D (C#)

FlockAI – (link)
Implementation of a flocking algorithm in Unreal, using traditional approach of three components, with the introduction of reaction to external stimuli.

- Artificial Intelligence (Flocking Behaviour)
- Unreal Engine 4 (C++ & Blueprint)

Dungeon Generator – (link)
Tool for procedural generation of dungeon-like structures from a modular asset kit.

- Procedural Content Generation
- Tools programming
- Python

Experience

Internship. Developer at Lurtis Rules, in collaboration with the MIDAS research group at the Universidad Politécnica de Madrid   Sep 2015 – Jun 2016

Worked on the *Procedural Terrain Generator* project (see above), in concept of Practicum (internship) and Degree's Final Project.

Education

MSc in Computer Games & Entertainment   Sep 2016 – Aug 2016
Goldsmiths, University of London   (projected)

Related courses: Introduction to Programming, Advanced Programming, AI in Games, Tools and Middleware, Physics and Animation, Mathematics and Graphics I & II, and Business and Practice.

First-class BSc in Engineering in Computer Science   Sep 2012 – Jun 2016
Universidad Politécnica de Madrid   Average score: 8.96 / 10
Escuela Técnica Superior de Ingenieros Informáticos   105/240 ECTS with distinction

Academic Excellence Scholarships for Best Academic Record in 1st year in the field of Information and Communications Technology of the UPM, granted by Fundación Caja de Ingenieros and Everis.

Member of the high-achieving students group (G++).

Courses & Competitions

Global Game Jam   2017
Development of Bum Note, a web-browser music-based game developed in Unity3D.

Search For A Star (Coding) competition – Aardvark Swift   2016 & 2017
2017: Development of EMagLAB, a networked-multiplayer game developed in Unity3D, as submission project for the second phase. Placed 6th in the competition.
2016: Development of GeoArcade, a game developed in Unity3D as an UWP app for the Windows 10 Store, as submission project for the second phase.

Try IT! Week – Universidad Politécnica de Madrid   2014
Workshop on graphic computation: MiniMax algorithm for the AI of the tic-tac-toe game, developed in Processing.
Workshop on videogames: platform game development in Unity3D.
Workshop on multiplatform videogames development with WaveEngine.

University Initiation Workshop – Universidad Autónoma de Madrid   2010
Robotics course.

Languages

Spanish – First language

English – Professional level (C2)
Certificate of Proficiency in English, ESOL (Cambridge), Jun 2012.
TOEFL iBT (Mar 2016), total score: 110.

Interests	Favourite games
Traveling & Nature	The Longest Journey
Science & Technology	Prototype
Social rights	Final Fantasy X
Environment	