

# Pablo Armando Rodríguez Codes

AI programmer

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Portfolio →

LinkedIn →

## LANGUAGES

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

## FAVOURITE GAMES

- The Longest Journey
- Prototype
- Final Fantasy X
- Horizon Zero Dawn

## EVENTS

- Game AI Meetup of London
- Global Game Jam (2017)
- Search For A Star competition (2016 & 2017)

My main career goal is to become an AI expert, and thus learning is a big motivation for me. I have a special interest in machine learning topics, such as neural networks and reinforcement learning.

## EXPERIENCE

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### Ubisoft Reflections

AI programmer

Apr 2019 - Present

Junior programmer

Jul 2017 - Mar 2019

Tom Clancy's The Division 1 & 2: AI programming with a focus on automated testing ('ClientBots' project, presented at [GDC 2019](#), and shortlisted for the 'Best Innovation' category in the [Develop:Star Awards 2019](#)). Additional gameplay and UI programming work.

### Lurtis Rules

Developer (Internship & Degree's Final Project) Sep 2015 - Jun 2016

[Procedural Terrain Generator](#) project based in Perlin noise for base terrain, flooding algorithms for water bodies, and A\* for roads and paths.

## PROJECTS

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### Colouring Book →

Local-multiplayer game developed in Unreal featuring an AI director that uses a Finite State Machine and an estimation of the levels of stress of the players to control the spawning of enemies.

### FlockAI →

Implementation of a flocking algorithm in Unreal, using traditional approach of three components (alignment, cohesion and separation), with reaction to external stimuli.

### Vision Vehicles →

Project on the use of computer vision and machine learning in AI controllers for vehicles in games. The model is trained on runtime with input data from the player using supervised learning.

## EDUCATION

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### MSc (with Merit) in Computer Games & Entertainment

Goldsmiths, University of London

Sep 2016 - Aug 2016

Several group game projects in multidisciplinary teams, also involving MA students.

### First-class BSc in Engineering in Computer Science

Universidad Politécnica de Madrid

Sep 2012 - Jun 2016

Average score of 8.96 (out of 10), with distinction on 105/240 ECTS  
Recipient of two Academic Excellence Scholarships for Best Academic Record in 1st year.