








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.

Skills	Videogame programming	Software Engineering	Programming languages
	Unreal Engine 4 (C++ and Blueprint)	Object Oriented Programming	C++ 
	Unity3D (C#)	Data Structures and Algorithms	C# 
	AI	Concurrent programming	Java 
	Procedural Content Generation	Linear algebra and Geometry	Python 
	Level Streaming	Optimization	C 
	OpenGL	Data science and pattern recognition	Bash 
	Minecraft Forge (Java)	RESTful Web Services	Prolog 
		3D-modeling software (Maya, Google SketchUp)	
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 Generation project, developing a tool for outdoors scenarios generation, in concept of Practicum (internship) and Degree's Final Project.		
	Basic landscape and terrain generation using fractalized Perlin noise, water bodies' generation using flooding algorithms, and road and path generation using A* search.		
Education	MSc in Computer Games & Entertainment Sep 2016 – Aug 2016 (projected)		
	Goldsmiths, University of London		
	Courses on Introduction to Programming (game development in pure C++), Tools and Middleware (FBX API and Bullets Physics library), Mathematics and Graphics (3D Geometry and L-Systems), and Business and Practice (Minimum Viable Product).		
	First-class BSc in Engineering in Computer Science Sep 2012 – Jun 2016		
	Universidad Politécnica de Madrid		
	Escuela Técnica Superior de Ingenieros Informáticos		
	Academic Excellence Scholarships for Best Academic Record in 1 st 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	Search For A Star (Coding) competition – Aardvark Swift 2016		
	Development of GeoArcade as submission project for the second phase. Game developed in Unity3D as an UWP app for the Windows 10 Store.		
	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 Traveling & Nature Science & Technology Social rights Environment	Favourite games The Longest Journey Prototype Final Fantasy X