

Pau Pedra Bonifacio

Videogame Programmer

 Barcelona

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 paupedra

 Link



Coding Experience

 3 years

 3 years

 2 years

About me

Hi, I'm Pau Pedra, a 21 year old videogame developer focused on Programming. I have experience in programming Gameplay, Game Engines and also acted as Lead Programmer in a 24 person project.

I have a very good base of C and have done various games as well as have created a Game Engine using C and C++.

I consider myself as someone who is dependable, has good communication and is keen to work together with my colleagues to improve our results.

Software

Github

Visual Studio

Visual Studio Code

Unity

OpenGL

SDL

ImGui

Education

- Last year of the Videogame Design and Development degree in CITM (3 out of 4 years)

Projects

- The Mandalorian: Sands of Arvala

3D Top down Rogue-Like based on the world of The Mandalorian. We created the game using our own self-made engine.

- Project F

2D RTS made with C++.

- Void Leaper

2D Platformer made with C++.

Languages

English - High

Catalan - Native

Spanish - Native