

Pau Pedra Bonifacio

Videogame Programmer



Barcelona



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[paupedra](#)



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Coding Experience



3 years



3 years



2 years

Software

Github

Visual Studio

Visual Studio Code

Unity

OpenGL

SDL

ImGui

Languages

English - High

Catalan - Native

Spanish - Native

About me

Hi, I'm Pau Pedra, a 21 year old videogame developer focused on Programming with 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.

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++.