Pau Pedrejon

COMPUTER ENGINEERING STUDENT

Creative Computer Engineering student specialising in Software at UPC upskilling in Artficial Intelligence with a 10X Developer intensive course. Highly motivated to apply multidisciplinary expertise within collaborative teams to deliver impactful user experiences.

CONTACT

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EDUCATION

10X Developer with Artificial Intelligence — 2025-2026*
Instituto de Inteligencia Artificial

Bachelor's degree in Computer Engineering — 2023-2027*
Universitat Politècnica de Barcelona (UPC)

Unity Essential Course — 2024
Universitat Politècnica de Barcelona (UPC)

Technological High-School Diploma — 2021-2023
Institut Tecnològic de Barcelona (ITB)

PROFESSIONAL SKILLS

- **Artificial Intelligence:** LLM, RAG, NLP, Neural Networks, ExP, Autonomous Agents.
- **Programming Languages:** C/C++, Java, Python, SQL, R.
- **Back-End:** Node.js, PostgreSQL.
- **Front-End:** React, Next.js, TailwindCSS, HTML/CSS.
- **Development:** Unreal Engine, Unity, Blender, Photoshop, Substance Painter, After Effects.
- **Version Control & Project Tools:** Git, Jira, Trello.
- **Hardware & 3D Printing:** FreeCAD, Cura, Proteus, Computer Systems.

PERSONAL SKILLS

Teamwork & work ethic | Self Learner | Highly Motivated | Adaptability | Class B Driver's License

PROJECT EXPERIENCE

Circus VR - Barcelona Game Jam 2024 — 2024
Universitat Politècnica de Barcelona (UPC)

- Collaborated in a multidisciplinary team during a 48-hour hackaton to deliver an immersive VR experience in Unreal Engine.
- Built a functional interactive system with scene props: trigger volumes, object manipulation, physics events and spatial audio, and assembled the whole level myself.

Virtual Reality Metaverse Demo — 2023
Institut Tecnològic de Barcelona (ITB)

- Constructed three interactive VR scenes with Blueprint scripting, Niagara VFX and MetaHuman animations.
- Integrated Oculus SDK, motion-controlled UI and physics-based locomotion for comfortable user experience.

Online Realistic Videogame - Solo Developer — 2020-2023

- Developed a fully playable 3D online multiplayer game in Unreal Engine through self-directed learning
- Implemented AI behavior trees, physics-based gameplay, custom net-code replication, and performance optimizations sustaining 120 FPS on mid-range hardware.

Custom 3D Printed Figure - Maker Project — 2020

- Adapted a complex 3D model, slicing it into printer-friendly parts, printing and post-processed to exhibition quality.

LANGUAGES

SPANISH: Native | CATALAN: Native | ENGLISH: B2 (First Certificate) | CHINESE: Basic

PORTFOLIO

www.paupedrejon.com