

PABLO DE LA HOZ MENÉNDEZ

3D Animator
Computer engineer

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WHO AM I?

I'm Pablo de la Hoz, a young passionate videogame developer and animator from Spain. I'm currently finishing my double degree in videogames' design and development and computer engineering, majoring in **3D animation** and **virtual reality** software development.

TECHNOLOGIES EXPERTISE

Blender – 4 years
Autodesk 3ds Max – 4 years
Autodesk Maya – 2 months
Unity – 3 years
Unreal Engine 4 – 1 year
GitHub – 3 years
Trello – 3 years
Clip Studio Paint – 4 years
ToonBoom Harmony – 2 years
Adobe Animate – 6 months
Adobe Photoshop – 4 years

EDUCATION

2018 – present	Videogames' Design and Development + Computer Engineering Double degree in Videogames' Design and Development and Computer Engineering studied at the Superior Technical School of Computer Engineers (ETSII, URJC).	Rey Juan Carlos University
2016 – 2018	Baccalaureate Scientific Baccalaureate in Technology.	Santa Ana and San Rafael School

ACADEMIC MERITS

2021 – 2022	Excellent Academic Performance scholarship Excellent academic performance scholarship holder for the grades obtained during the 2020 – 2021 academic year.	Community of Madrid
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LANGUAGES

Spanish – Native
English – C1 Advanced
Cambridge English

AGILE METHODOLOGIES

I'm acquainted with the agile software development methodologies, having worked with the following:

- **Scrum**
- **Kanban**

NON PROFIT

I took an active part in the **Virtual Soul** student association, organizers of the annual event **GameGen**. As a member of the association, my main roles were:

- **President**: (2020 - 2021)
- **Responsible of the contact and search of speakers for the GameGen**: (2019 - 2021)