

Pablo Villalba Teresa

Games Programmer

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SKILLS

Languages

English (Fluent), **Spanish** (Native)

Programming Languages

C++, C, C#, Html5, Kotlin, Python, Swift

Computer Graphics

OpenGL, DirectX 12, GLSL, HLSL

Game Engines

Unreal Engine 4, Unity3D

Other Skills

Visual Studio, Render Doc, Perforce, Git

EDUCATION

Sheffield Hallam University 2020 - 2021

Computer Science for Games, BSc (Honours)

(Final year only. Course continued from ESAT, a full degree is given upon its completion)

ESAT (Escuela Superior de Arte y Tecnología) 2017 - 2020

Computing with grade **MERIT**, BTEC Level 5 HND

Relevant modules

- Networking - DISTINCTION
- Final Project - MERIT
- Artificial Intelligence - MERIT
- Unity3D - MERIT
- Unreal Engine 4 - MERIT
- 3D Graphics Engine - MERIT
- App Development Frameworks - DISTINCTION

Cambridge House Community College 2015 - 2017

A-Levels

El Plantio International School 2007 - 2011

IGCSE

EXPERIENCE

Angry Avocado 2019 - 2020

C++ Game Programmer

I worked in the game Sun Warriors as one of the students in Angry Avocado, a student studio inside ESAT, for our Final project. Sun Warriors is an arcade multiplayer (both local and online) shooting game developed with Unreal Engine 4. During its development I worked on:

- All of the pickups and their spawners
- A showcase map where we could test every functionality of the game
- Player UI with their animations
- Player interact system
- Some of the player's weapons such as mines or bombs
- Optimization to improve the game's performance

ACHIEVEMENTS

Sun Warriors, ESAT

Published game on Steam (Early 2021) - [Trailer](#)

Unreal Engine Student Showcase Fall 2020 (Minute 1:19) - [Video](#)

References available upon request