Pablo Fernández

GAME DEVELOPER

Profile

Graduated from Videogame Development at UCM. My goal is the video game industry, but I can adapt and learn any technology.

- Type B driver's license.
- Bachelor's final project score: 9.5
- English C1 Advance

Contact me

- 📞 675 45 63 62
- ✉️ pablofa01@gmail.com
- 🌐 https://github.com/PabloFernandezAl01
- 📍 Las Rosas, Madrid 28017

Education

(2019-2023)

UNIVERSIDAD COMPLUTENSE DE MADRID
Bachelor's Degree in Videogame Development

UDEMY
Unreal Engine 5 C++: The Ultimate Game Developer Course

Skills

- Programming in C++, C#, Java, Python, and JavaScript
- Experience in Unity 3D and Unreal Engine 5
- Basic knowledge in Databases, Big Data, Cybersecurity, Web Applications and Linux
- Experience with version control systems (Git)
- Strong communication, teamwork, and quick learning skills

Work Experiencie

- From March 2024 to present as C++ Developer in Euromar Technology/Siemens

Projects

Among the standout projects are:

- 2D Game Engine and Editor for Non-programmers. Developed for my Bachelor's final project, in which I was responsible for the engine, written in C++. Link to the repository: https://github.com/ivasan07/ShyEngine

- 2D Survival Shooter Scroller Video Game called 'DOME'. Link to the repository: https://github.com/iquintasALT/DOME

More information about my projects in my portfolio
Portfolio: https://pablofernandezal01.github.io/