



Pau Peñacoba Alberola

XR and VideoGames Programmer

WHO AM I?

Hi, I'm a graduate in Game Design and Development, I'm a programmer and I'm specialized in Unity and VR/AR environments programming, besides having fundamentals in graphics programming and shaders.

SPECIALIZATIONS

- Unity & C#
- Unreal Engine 4 & C++
- Desarrollador VR/AR
- Programador UI/UX
- Programador Shaders
- Inglés B2

CONTACT:

Telephone: +34 692 477 872
Email: paupenacoba@gmail.com
LinkedIn: Pau Peñacoba Alberola
www.paup.games

WORK EXPERIENCE

INTERN PROGRAMMER OF VIRTUAL ENVIRONMENTS

Agrotur Research S.L.

- Diciembre 2021 - Abril 2022

VIRTUAL REALITY PROGRAMMER INTERN

IRTIC - ARTEC

- Marzo 2023 - Julio 2023

SOLUTIONS PROGRAMMER AR

Suntory

Junio 2023 - Octubre 2023

ACADEMIC EXPERIENCE

UNIVERSITY DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT

Florida Universitaria

- September 2018 - June 2022

MASTER'S DEGREE IN COMPUTER GRAPHICS AND SIMULATION

U-Tad

- October 2022 - September 2023

3D SHADER PROGRAMMER

Udemy

- Expedition: April 2020

- UC-ed50ab48-f658-4aae-bbf6-36e21ec93f0a

MY MAIN PROJECTS

WWW.PAUP.GAMES

Mors Rubra

Serious narrative game, focused on raising awareness of good habits in the face of pandemic diseases.

Link: www.therookies.co/entries/11308

Yes, my Sword!

Action and adventure game in which you follow the story of a demonic sword which possesses its enemies in order to reach its rightful owner.

Link: www.therookies.co/entries/17571

