



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++
- VR/AR Developer
- UI/UX Programmer
- Shaders Programmer
- English Certificated

CONTACT:

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WORK EXPERIENCE

INTERN PROGRAMMER OF VIRTUAL ENVIRONMENTS

Agrotur Research S.L.

- December 2021 - April 2022
 - C#/Unity
 - Aumented Reality Solutions
 - VFX/SFX

VIRTUAL REALITY PROGRAMMER INTERN

IRTIC - ARTEC

- March 2023 - July 2023
 - C#/Unity
 - Virtual Reality for Serious Games
 - UX/UI and Gameplay programming

SOLUTIONS PROGRAMMER AR

Suntory

- June 2023 - August 2024
 - C#/Unity and Blender
 - Aumented Reality Solutions
 - Full app development

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.

- UX/UI programming
- Inventory and loot system
- Save system

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.

- Gameplay programming
- Technical Artist (VFX)

Link: www.therookies.co/entries/17571