Pablo Rodríguez Hidalgo

Video Games Developer

Contact

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Portfolio
https://pablojor.github.io/

GitHub
https://github.com/pablojor

Skills

Unity — Excellent

C++ / C# — Excellent

Python / Java — Very Good

Video Consoles Programming — Good

Unreal Engine — Good

Languages

Spanish — Excellent

English — Very Good

Video games developer with fluid knowledge in C++ and C#, several videogames developed with Unity, SDL or Ogre. Vast experience on gameplay and AI programming and also experience programming in PS4. Enthusiastic worker with +15 distinctions (A+) in the degree.

Work History

Guide for Visually Impaired People in the National Museum of Natural Sciences in Madrid

Software Engineer InterShip Madrid in PADAONE GAMES SL*, Spain from March 2021 to June 2021*

Responsabilities:
- Wrote clean, clear and well-tested code for various projects.
- Developed a library to locate an user using ARFundation in Unity.
- Developed a mobile application to scan the museum using the previous library.
- Developed a mobile application to guide visually impaired People using the previous work.

Projects

Anyaroth
A 2D bullet-hell platformer made in C++/SDL by a 8 members team for the Video Games Development Degree.

Responsibilities:
- Game Loop Programming
- Library dependencies like SDL, Bullet Physics or JSON
- Player, Gameplay Programming
- AI Programming for enemies
- Physics Programming using Bullet Physics

One Thousand Years
An utility engine powered by Ogre3D, Bullet Physics, SDL2, FMod, JsonCPP, and more. Written in C++, it aims to give a base for games, Mood and G.Shift are two video games developed using the engine.

Responsibilities:
- Module Programming
- Graphic support using Ogre3D
- Component based estructure
- Physic support using Bullet Physics

The Bachelor's Degree Final Project

Reinforcement Learning for StarCraft II

Education

Degree in Video Games Development
Complutense University of Madrid, Spain from September 2017 to June 2021