PABLO LARIO GÓMEZ

Game Programmer

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- ✉️ pablo.lario02@gmail.com
- 📍 Madrid, Spain (available for relocation)

- 🔗 Linkedin Profile
- 🎮 Itch.io Profile
- 🐙 Github Profile

EDUCATION

Master's in Game Programming
Complutense University of Madrid
October 2024 - July 2025

Bachelor's in Computer Science
Minor in Data Analysis, Machine Learning and Artificial Intelligence
University of Castilla-La Mancha
September 2019 - February 2024

- **Honor award** obtained in first course on Programming

TECHNICAL SKILLS

Programming Languages

Strong	Decent
• C / C++	• Python
• C#	• JavaScript
• Java	• TypeScript

Game Engines

Strong
- Unity Engine
- Unreal Engine 5

Technologies

Strong	Decent
• Git	• OpenGL
• Perforce	• SDL2
• Jira	• Vue.js
• Notion	• Angular.js
• Spring	

LANGUAGES

- Spanish
  - Native
- English
  - Proficient (B2, certified EOI Albacete, 2017)

WORK EXPERIENCE

Drunken Duck Co. (Master's Group Project)

C++ Gameplay Programmer

December 2024 - Present

- Development of *Underpacked!* using **Unreal Engine 5** and **C++**. In charge of tasks as:
  - Programming of **Steering Behaviors** and **AI** behaviors for enemies outside the spaceship.
  - Development and prototype of **gameplay** mechanics.
  - Development of **tools** to facilitate the creation and configuration of levels to game designers.
  - **UI** programming.

Self-employed

Indie Game Developer

October 2024 - Present

- Development of **Dice or Die**, a game about poker dice that will be coming soon on Steam and was presented at the **Guerrilla Games Festival 2024** (developed with **Unity** and **C#**).

🎮 **Dice or Die on Steam**

May 2022 - May 2023

- Development and publishing of **Project Romboid**, my first commercional project as an indie game developer using **Unity** and **C#**.

🎮 **Project Romboid on Steam**

Softtek

Software Engineer

February 2023 - Present

- **Backend** development in different projects using mainly **Java**, as well as **Elasticsearch** for data processing and analysis.
- **Frontend** development in different projects using mainly **Angular** and **Typescript**.
- Development of automation tools with **Python**.