Contact

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🌐 https://paumarín.netlify.app/

About me

I've always enjoyed making experiences for others to play, so getting into the game industry has always been my dream.
Extroverted. I like working in teams

Soft skills

- Adaptable, good communicator and responsable.
- Creativity for problem solving
- Fast learner

Pau Marín
Game Programmer

Technical Skills

Programming languages

- C++
- C#
- UE Blueprints

Engines

- Unreal Engine
- Unity

Others

- Shaders & Technical art
- Gameplay programming
- OpenGL rendering in C++
- Strong 3D Math knowledge
- GIT & Gitflow
- Kotlin and Android app programming knowledge

Studies

ENTI-UB University
Interactive Digital Contents - 3rd year | Actual - Expected graduation in 2024

High School - Cingle School Terrassa
Science and Tech:
    Main courses: Physics, Maths

Habilities

- AGILE metodologies
- 3D Art and Animation knowledge .
- Game and Level design knowledge

Languages

Spanish and catalan:
Native.

English - B2 Level:
Writing and reading: Advanced
Speaking: Intermediate