PAU OLMOS SERRANO

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GitHub: https://github.com/PauOlmos · Portfolio: https://pauolmos.github.io

Game Developer experienced in gameplay programming, game design and project management. Producer and lead designer in a start-up that is developing an ambitious video game. Organized, creative and positive. High communication skills in English and Spanish and a problem solver.

EDUCATION

Centre Imatge i Tecnologia Multimedia, UPC, Terrassa, Spain

- **Bachelor's Degree in Design and Development of Video Games**

  Honors in "Video Games Design I"

  Honors in "Bachelor's Degree Final Project"

Ins Terrassa, Terrassa, Spain

- ***Baccalaureate Degree in Science***

PROFESSIONAL EXPERIENCE

Nova Dot, Barcelona, Spain

- **Producer & Lead Designer** of a +10 member team. Developing a video game using all the interdisciplinary skills that a project like ours requires. From coding, designing and developing art assets to project and community management. https://linktr.ee/novadotstudio

Project Wastelanders, Terrassa, Spain

- **Programmer & Designer** in a 40 students studio developing a video game with our own-made video game engine. My role was to design and code the 2 bosses that the game featured. https://projectwastelanders.github.io/ProjectWastelanders

CITM, Terrassa, Spain

- **Video Game Developer** creating ENTITY, the video game made by myself from scratch with Unity as a practical part of my Bachelor's Degree Final Project. https://pauolmos.github.io/entity

SKILLS

Programming Languages: C++, C#, C, Flutter, HTML.
Engines: Unreal Engine 5, Unity.
Apps: Blender, 3DS Max, Photoshop, Illustrator, Houdini, Substance Painter.
Languages: C1 Certificate English, Native Spanish, Native Catalan.