

Pablo García Núñez

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🔗 pablowht.github.io

🌟 21 years old 📍 Leganés, Madrid

Education

2021 - 2025 **Degree in Video Game Design and Development**
Rey Juan Carlos University

2020 **English Advanced C1**
Escuela Oficial de Idiomas,
Leganés

Languages

- Spanish - Native
- English - Advanced (C1)
- German - A2

Skills

- Unity
- C#
- C++
- HTML
- CSS
- Kotlin
- JavaScript
- Node.JS
- GitHub
- Agile & Scrum
- Photoshop
- Illustrator
- 3Ds MAX
- Blender
- Substance
- Premiere
- After Effects

About me

After 4 years of developing games, I am known for my **curiosity, hard work and attention to detail** in every project I embark on.

I stand out for my ability to **adapt to all types of roles**, especially with those whose areas require both **technical and creative skills**. My area of expertise lies in the **design and implementation of thoughtful, innovative and accessible interfaces**, having polished my abilities with **Unity, HTML** and other platforms projects.

I am always looking for **new ways to learn and improve**, as well as to tackle any type of problem that may arise. Apart from the UI field, I like to explore other areas such as **3D design, narrative** and anything that can **enrich my knowledge**.

Relevant Projects

The Shop Next Door (2024 - Present)

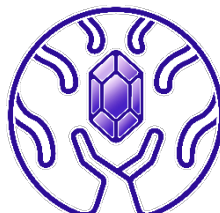
I brought to life and gave form to the **main idea of the game**, where two sisters must compete and manage a part of their mother's store to win her inheritance. I worked doing all the **UI**, trying to give them a **diegetic look** and have them have character, bringing something **fun and innovative** to the genre. I also helped with some of the **cores mechanics** such as all the life mechanics the game implements.

Decor Dilemma (January 2024 - May 2024)

This **virtual reality game** was my first attempt to try and go beyond normal UIs, wanting to **leverage the potential this medium brings**. I studied different forms to implement the interactions needed, ending with a **complex UI all content in a Tablet**. This became the core of the game, **residing most of its potential and functionalities under the UI system I implemented**.

Hasta que la noche nos separe (2023 - 2024)

Awarded at the Indie Spain Jam by PowerUp+, it started as a small prototype for a one-week jam, and ended with **mid-complex character behaviours, new mechanics** and a **complete new look**. I worked doing the **pixel-art UIs**, trying to convey the night-life aesthetic the game required. I also worked doing **cutscenes** and a **dialogue system** that enriched the narrative aspect we wanted to showcase.



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