



Paula Alejandra Peralbo Avilés

21 years old

With 3 years of experience in **game development**, I have developed strong skills in using game engines such as **Unity**, and programming languages like **C#** and **C++**, creating 2D and 3D games, focusing on **game mechanics design**, **AI implementation for NPCs**, and **networked projects**.

I have experience optimizing performance, designing navigation systems, and decision-making for AI, as well as managing multiplayer communication. My goal is to create immersive and technically solid gaming experiences.

 **Relevant Projects:** I've developed key skills through personal and academic projects, focusing on character behavior programming, gameplay development, network programming, and VR programming. However, I have not yet had the opportunity to apply these skills in a professional work environment.

- **THE SHOP NEXT DOOR** (January 2024 – Present): Took on roles as Character Behavior Programmer, Gameplay Programmer, and Network Programmer, designing NPC logic, developing dynamic gameplay mechanics, and optimizing multiplayer synchronization.
- **HASTA QUE LA NOCHE NOS SEPARA** (September 2023 – September 2024): As a Game Programmer, I developed NPC behaviors, implemented core mechanics, and programmed interaction systems to enhance player engagement.
- **DECOR DILEMMA** (January 2024 – May 2024): As a Technical VR Programmer, I optimized immersive VR experiences and worked on smooth interactions and spatial audio design to boost player immersion.
- **SANTO OFICIO** (September 2023 – January 2024): As Lead Programmer, I led the design of complex character behaviors and game mechanics, ensuring an engaging and dynamic gameplay experience.

Education, Certifications, and Special Mentions:

2019 – 2021, Technological Baccalaureate

Instituto Profesor Ángel Ysern, Navalcarnero

2021 – To Date, Bachelor's Degree in Game Design and Development (DDV)

Universidad Rey Juan Carlos, Móstoles

2022, Certificate in Digital Experience: Data Science

Immune Technology Institute, Online



Special Mentions:

2023 - Indie Spain Jam Award

My team and I won an award at the Indie Spain Jam 2023, where we joined the PowerUp+ incubator with the game "Hasta que la noche nos separe." We were also given the opportunity to showcase our games "Hasta que la noche nos separe" and "Santo Oficio" at Indie Dev Day.

2022 – 2024, Mentoring Program

As a mentor in the URJC Mentoring Program, I supported first-year students in the DDV degree, offering guidance on professional and technical development and helping them integrate into the academic environment.

Languages:

- **Spanish:** Native
- **English:** Intermediate (B2)

Additional Information:

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