

Pau Peñacoba Alberola

Game Developer • Gameplay • AI • Graphics

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01 // PROFILE

Game Developer with a BSc in Game Design & Development and an MSc in Computer Graphics & Simulation. Specialised in gameplay programming, real-time graphics and game AI, with hands-on experience in Unity, Unreal Engine (C++), Godot, custom HLSL shaders, VFX systems and NPC behaviour. Shipped projects across PC, VR and AR platforms, from indie games to enterprise simulation.

02 // EXPERIENCE

Automation Analyst | RPA & Process Automation — Suntory

• Sep 2026 – Present

- Automate business processes with Power Automate (cloud & desktop RPA), Python bots and ABAP on SAP S/4HANA, plus Copilot Studio agents with RAG.

Automation Engineer — SkaiCRM

• Nov 2025 – Present

- Build AI-driven automation pipelines combining LLMs, RAG and real-time voice agents to streamline CRM workflows.

Web Development Teacher — IES Sant Vicent Ferrer d'Algemesí

Mar 2025 – Jun 2025

- Taught HTML/CSS/JavaScript and network administration to vocational students.

Augmented Reality Programmer — Suntory

Jun 2024 – Nov 2024

- Built an AR & computer-vision training app in C#/Unity with Python/TensorFlow; grew from an MSc thesis demo into a production codebase sold to the client.

Virtual Reality Programmer (Intern) — IRTIC – ARTEC, Universitat de València

Mar 2023 – Jul 2023

- Developed VR surgical-training exercises in C#/Unity for the da Vinci robotic surgery system.

03 // GAME PROJECTS

Yes, my Sword!

Unity • HLSL

Action-adventure • therookies.co/entries/17571

A demonic sword possesses enemies to reach its rightful owner. Event-driven VFX and particle systems on combat actions; custom HLSL shaders for weapon trails and magic effects.

Mors Rubra

Unity

Serious game • therookies.co/entries/11308

Narrative serious game on pandemic health habits. Built full UI, inventory and save/load systems.

Idle Play-to-Earn Game — BSc Thesis

Unity • Solidity

Idle game with a custom ERC-20 economy; Solidity smart contracts and in-game wallet integration on Ethereum.

04 // SKILLS

Engines & Tools

Unity (C#) Unreal (C++) Godot Advanced threading Git CI/CD Agile / Scrum

Graphics

HLSL OpenGL Vulkan Custom shaders & VFX Blender Autodesk Adobe Suite

Programming

C++ C# Python GDScript Solidity SQL

Game AI

Decision trees for NPCs Genetic algorithm training

05 // EDUCATION

MSc Computer Graphics & Simulation

U-Tad • Oct 2022 – Sep 2023

BSc Video Game Design & Development

Florida Universitaria • Sep 2018 – Jun 2022

MSc Applied Artificial Intelligence

Universidad Europea • Nov 2025 – Nov 2026

06 // CERTIFICATIONS

Generative Artificial Intelligence

Universitat Politècnica de València • ID FCPK6ZHI9CM

Creative Coding

Universitat Politècnica de València • ID FCPVZ094JBT

07 // LANGUAGES

Spanish — Native • English — Upper-Intermediate (B2+)