Pol Casaú
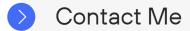
Video Game Designer and Developer

> Check my Demo Reel

Contact Me

Portfolio: WixSite

+34 655 159 165

pccpolcasau@gmail.com

Relevant Skills

Programming Languages:

Advanced: C, C#, C++
Learning: Dart, Python, Java

Other Skills:

Unity and Unreal Engine
Adobe Illustrator & Photoshop
Maya, 3DS Max
Excel, Google Drive, Power Point
Mathematics, Artificial Intelligence

🟥🟨 Nadiu
🇪🇸 Nativo
🇬🇧 Professional Level

PROFESSIONAL EXPERIENCE

Game Developer
Padel VR
February 2024 to present

- Developed VR gameplay systems in Unity with XR Toolkit and custom physics
- Built backend with IONOS and AWS for high scores, user profiles, and multi-brand data
- Designed and implemented dynamic in-game UIs using Unity Canvas and C#
- Managed international client meetings to align features with brand needs
- Delivered solo and team-based features in an agile, fast-paced VR production environment

Freelance Developer
September 2017 to present

- Developed a VR educational game to teach mathematics through immersive gameplay
- Produced and coordinated **Lemon Bite**, a mobile game initiative focused on casual game prototyping
- Created mobile games including a geography quiz (Unity/C#) and a song-guessing game (Flutter/Dart), with plans to publish in the near future
- Managed full development: gameplay logic, UI/UX, testing, and iteration cycles

STUDIES

Design and Development of Video Games
Univeristat Politècnica de Catalunya
September 2017 to June 2023

- Especialized in Virtual Reality
- Performed as a Game Designer, Gameplay Programmer, UI/UX Designer and Team Manager