

Pol Casau

Video Game Designer
and Developer



Check my [Demo Reel](#)



Contact Me

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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

June 2022 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 **GeoKnow**, a geography mobile game (Unity/C#), published in Google Play Store (August 2026)
- 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