

Alvaro PASTOR

Developer and educator specializing in virtual reality, augmented reality, and data-driven game design. I build immersive experiences from concept to deployment, leveraging a strong technical foundation in C++, C#, and interactive web technologies.

1. Personal data

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2. Professional Roles

Role	Professor, Masters degree in videogame design and development
Years	2020 - on going
Institution	Computer Science, Multimedia, and Telecommunication Department, Open University of Catalonia, Spain
Topics	2D and 3D videogame design and development using Unity Engine.

Role	Technical specialist, Virtual Reality design and development
Years	2023 - 2024
Institution	EventLab, Clinical Psychology and Psychobiology department, Universitat de Barcelona, Spain
Topics	Virtual environments for psychology and neuroscience using Unity Engine.

Role	Professor, Degree in Videogame design and development
Years	2022 - 2024
Institution	Universitat Politècnica de Catalunya, Spain
Topics	Interaction design. Videogame level design using Unreal Engine.

Role	Professor, Unity Certified User Course
Years	2022 - 2023
Institution	Computer Science, Multimedia, and Telecommunication Department Open University of Catalonia, Spain
Topics	2D and 3D design and development using the Unity Engine.

Role	Professor, Program of Studies in Philosophy and Digital Arts
Years	2014 - 2019
Institution	Hangar Visual Arts Production and Research Center, Spain
Topics	Interactive systems, computer vision applications using C++.

3. Technical skills

Immersive Development	Unity, Unreal Engine 5, OpenXR. C# (Gameplay), C++ (Systems). VR/AR Interaction Design, Performance Optimization. ARKit/ARCore.
Computer Vision & Perception	High-performance computer vision applications in C++ and Python. Specialized in machine learning and neural networks for image synthesis, including StyleGAN for 2D and 3D generation.
Game & Application Design	Gameplay mechanics, prototyping, level design, data-driven design. User experience for games and scientific applications, and systems architecture.
Interactive Web Development	Full-stack development of interactive 3D/AR web applications, using Node.js for backend services and JavaScript (Three.js, WebXR) for frontend.
Programming & Tools	C++ (Systems, Real-Time), C# (Gameplay, Tools), Python (Data, Automation). Git Version control.
Data Processing & Analysis	Processing and analyzing data with Python (Pandas, NumPy, Matplotlib) to clean, visualize, and extract meaningful patterns and insights.

4. Education

PhD	Doctor in Network and Information Technologies
Date	2025
Institution	Computer Science, Multimedia, and Telecommunication Department, Open University of Catalonia, Spain

MSc	Master in Cognitive Systems and Interactive Media
Date	2015
Institution	Synthetic Perceptive, Emotive and Cognitive Systems Group, Department of Engineering, Pompeu Fabra University, Spain

Degree	Architect
Date	2013
Institution	Department of Architecture, Applied Sciences University, Peru