ALEJANDRO FRAGA CIMADEVILA
Game Programmer

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EXPERIENCE

JULY 2021 – PRESENT
Gato Salvaje Studio
A Coruña, Spain

Game Programmer - The Waylanders and Unannounced Projects
The Waylanders had already been in development for almost 4 years. I implemented the Steam Achievements, quests, UI improvements, bug fixing, optimization… The programmation team consisted of the project leader and me. Working fully remotely until February of 2022, then switched to hybrid.

04 MARCH 2022
University of A Coruña
A Coruña, Spain

Seminar Leader - C++ & Unreal Engine
Taught in the subject Advanced Programming of the Master of Video Games. In addition to talking about C ++ and Unreal, I recounted my post-Master's experience, making recommendations on the CV and portfolio. Students were also helped with their Final Master Projects and technical doubts about them. The duration of the seminar was 4 hours.

APRIL 2019 – FEBRUARY 2020
Expleo Group
Madrid, Spain

Software Engineer
Maintenance of an application for the management of automatic operation of railways for the international company Siemens. Installed internationally in several lines of the subway. Remote once a week.

MARCH 2018 – JANUARY 2019
JULY 2017 – SEPTEMBER 2017
Bahía Software S.L.U.
Santiago de Compostela, Spain

Intern Developer
Developer in Extracurricular Practice
Full-Stack web developer.

EDUCATION

Graduated in 2020
Complutense University of Madrid

Master in Video Game Development with Honors
The goal of the Master is to specialize IT Engineers in Professional video games programming. My performance in the master was graded with a 10/10.

The Final Master Project consisted in developing a PC Video game as part of a team of 20+ people, divided in 5 specialized departments and using Unreal Engine 4, C++ and Blueprints. The final result can be seen here.

Graduated in 2019
University of Santiago de Compostela
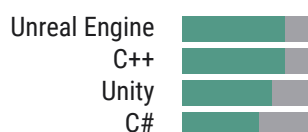
Degree in Computer Engineering
Knowledge in Mathematics, Programming, Software Design, Computer Engineering, Software Engineering, DBs, Networks, Artificial Intelligence, Graphic Computing...

RECOMMENDATION LETTERS

José Raluy   Video game producer and Master's teacher
Daniel Sánchez   Expleo's supervisor

SKILLS

Unreal Engine
C++
Unity
C#

Git
Perforce
Python

LANGUAGES

Native   Spanish, Galician
Proficient   English (C1)
Basic   Japanese (A1)