ALEJANDRO FRAGA CIMADEVILA

Game Programmer



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EXPERIENCE

JUNE 2024 - DECEMBER 2024
Dep Games

A Coruña, Spain

Game Programmer - Unicorn Wars

The project received a **European subsidy** to fund the creation of a demo. I was the main developer of the project which we started programming from scratch using **Unreal Engine 5** and **C++**.

The result was shown (and played) at our booth at the BIG Conference 2024.

SEPTEMBER 2023 - MAY 2024 Sinn Studio Toronto, Canada

Game Programmer - Swordsman and Guardian of Realms

Helped with the development of **Swordsman**'s updates, and got assigned as main investigator of **Meta Quest Mixed Reality** (MR) technology on devices that hadn't been released to the public yet. After this investigation, we started the development of Guardian of Realms; the **first ever** MR combat game with full mod support.

JUNE 2022 - PRESENT

Gameloft

Toronto, Canada

Game Programmer - Disney Magic Kingdoms

Started as a content integrator for upcoming updates, but my responsibilities grew fast. Soon I started to modify and improve some of the **StateTrees** that control the Character's Quests. I've also created **automatized importers** and **in-engine visual tools** for other departments.

JULY 2021 – JUNE 2022 Gato Salvaje Studio A Coruña, Spain

Game Programmer - The Waylanders and Unannounced Projects

Implemented the Steam Achievements, quests, multiple UI improvements, bug fixing, optimization... The programming department consisted of the project leader and me.

4 MARCH 2022 University of A Coruña A Coruña, Spain

Seminar Leader - Unreal Engine & C++

Lead a seminar about **Unreal Engine**, C++, my experience developing The Waylanders, and my Master's and post-Master's experiences.

APRIL 2019 - FEBRUARY 2020 Expleo Group Madrid, Spain

Software Engineer

Maintenance of an app for the management of the automatic operation of railways for Siemens.

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

Master in Video Game Development with Honors

Complutense University of Madrid

The goal is to specialize IT Engineers in Professional video game programming.

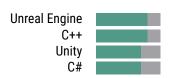
My performance in the master's was graded with a 10/10.

The result of the **Final Master Project** was a PC Video game as part of a team of 20+ people, divided into 5 specialized departments, using Unreal Engine 4, C++, and Blueprints.

Graduated in 2019 USC

Degree in Computer Engineering

SKILLS





LANGUAGES

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