



# ALEJANDRO FRAGA CIMADEVILA

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## Hi! I'm Alejandro Fraga Cimadevila, a Game Programmer based in Galicia (Spain)

I love video games. Playing or making them. I just graduated **with Honors** from the **Master in Video Game Development** by the **Complutense University of Madrid** and I am starting my professional career in the video games industry. **Graduated in Computer Engineering**, I've been working in software companies from Madrid and Santiago de Compostela.

## My Journey

My interest in the video game's world was born from a very young age. I always saw video games as more than just a hobby, as a way of telling stories and awakening emotions, in which the decisions are taken by the **player**.

Before I chose my degree, I attended an Information event with a lot of stands of different careers. I spent hours talking to the representative of the video game's degree. Finally, I realized that **my passion** could be **my profession**.

By that time, the video game degree offer in Spain was limited and taking its first steps, so I decided to study the **Degree in Computer Engineering** in the **University of Santiago de Compostela**. That would help me set the basis for a later focus on the video game's world. While studying, I did my training as a **Full-Stack developer** in **Bahía Software**, a software consultancy and after that, the company offered me a job as an Intern developer.

At first, they assigned me the simplest jobs, but quickly, as I easily completed all my tasks, my responsibilities grew exponentially. In not much time, I was making a transversal change in the application that affected all the way from the database, to the view of the project, giving my point of view in the process and improving it.

I moved to Madrid to study the **Master in Video Game Development** whose main goal is to specialize IT Engineers in Professional video games programming. The **Final Master Project** consisted in developing a **complete PC video game** as part of a team of 20+ people, divided in 5 specialized departments, using **Unreal Engine 4**. This great experience allowed me to perform within a multidisciplinary group as well as improve my team working skills. The final product is **Voidout**.

Since I enjoy taking responsibilities as well as proving myself in new different areas, aside from my programming tasks in the team, I was chosen as **co-lead** and I worked as the **Perforce, Discord** and **build manager**. This allows me to learn about new roles and tools that can come in useful later on.

During that time, I also worked at **Expleo Group**, a software consultancy, as a **Software Engineer** in charge of the maintenance of an application for **Siemens**. This application was for the management of automatic operation of railways installed internationally in several lines of subway. Since people's lives depended on the correct operation of the application, the level of quality, testing and security expected from us was tremendous.

## Why me?

I'm always **eager to face new challenges**, learning and improving in the process. I have great **teamwork skills**, and I tend to become part of the team immediately, as I'm very social and extroverted. I am used to **self-learning**, to fight against the odds and **keep calm** during problems. I use **agile methodology** on my daily basis, as I love the production process and organizing in order to optimize productivity.

As I proved in the master, I only need motivation and the right tools, and I will make the **best out of my opportunities**. I only need that chance, and I will show all that I'm capable of.