ALEJANDRO FRAGA CIMADEVILA
Game Programmer

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I love video games. Playing or making them.

I'm a Game Programmer at **Gameloft Toronto**. In the industry, I have also worked at **Gato Salvaje Studio**.

Graduated **with Honors** from the **Master in Video Game Development** by the **Complutense University of Madrid**. Graduated in **Computer Engineering** at the **University of Santiago de Compostela**. Currently studying a **Degree in Mathematics** from the **National University of Distance Education**.

My Journey

By the time I had to choose my degree, the video game degree offer in Spain was limited and taking its first steps, so I decided to study the **Degree in Computer Engineering** at 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**, after that, the company offered me a job as an **Intern developer**.

After graduating, I moved to Madrid to study the **Master in Video Game Development** at the **Complutense University of Madrid**. During that time, I worked at **Expleo Group** as a **Software Engineer** in charge of the maintenance of an application for **Siemens**.

The **Final Master Project** consisted in developing a **complete PC video game** as part of a team of 20+ people, divided into 5 specialized departments, using **Unreal Engine 4** and **C++**. I was chosen as a **co-lead programmer** and worked as the **Perforce**, **Discord**, and **build manager**. This great experience allowed me to perform within a multidisciplinary group as well as improve my team working skills. The final product is **Voidout**.

After completing my studies, I took time for **my portfolio** with new projects, participate in a **game jam**, learn new coding languages, take proficient conversation English lessons, and **widen my knowledge** about the most important languages and tools for my career.

I started working at **Gato Salvaje Studio**, a small Indie Studio, polishing **The Waylanders**, which had been in development for almost 4 years. I implemented the **Steam** achievements, quests, UI improvements, bug fixing, optimization… At the same time, I coursed and completed the **English C1** level at the Official School of Languages (**EOI**), improving my communication skills.

I was invited to lead a seminar at the **University of A Coruña** on the subject of **Advanced Programming**. I gave the students useful advice to prepare their CVs and portfolio, and I also helped them with their **Final Master Projects** and technical doubts about them.

After the release of **The Waylanders** in March of 2022, we worked for a few months on unannounced projects. Sadly, with an uncertain future for the Studio, it was my time to look for the next step in my career.

I then started working at **Gameloft Toronto** as a **Game Programmer**. They gave me the option to work remotely indefinitely, but I saw this as an excellent opportunity to further improve my English, learn as much as possible from my coworkers in person and travel around the globe. Consequently, I applied for a Canadian work permit and went ahead to live abroad on my own.

I worked in **Disney Magic Kingdoms** 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.

At the same time, I started studying remotely a **Degree in Mathematics** at the **National University of Distance Education** Mathematics is a subject I had always enjoyed and considered studying, so I knew it was the time for me to go for it.

Why me?

So, now that you know me… Why should we work together?

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

As I have proven multiple times, with motivation and the right tools, I will always make the **best out of my opportunities** If you decide to give me that chance, I will show all that I'm capable of.