

ALEJANDRO FRAGA CIMADEVILA

Game Programmer



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EXPERIENCE

JUNE 2022 – PRESENT

Gameloft

Toronto, Canada

Game Programmer - Disney Magic Kingdoms

Since launch, the video game has been updated consistently to introduce new content. My job mainly consists of the integration of the content for upcoming updates: characters, attractions, parades, quests, activities... And improvement of controllers and state trees.

JULY 2021 – JUNE 2022

Gato Salvaje Studio

A Coruña, Spain

Game Programmer - The Waylanders and Unannounced Projects

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

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 app for the management of 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

Complutense University of Madrid

Master in Video Game Development with Honors

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

My performance in the master 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 in 5 specialized departments, using Unreal Engine 4, C++ and Blueprints.

Graduated in 2019

USC

Degree in Computer Engineering

Started in 2022

UNED

Degree in Mathematics

RECOMMENDATION LETTERS





Steven Hill
Miguel Río Bujía
José Raluy

Lead content integrator at Gameloft

Gato Salvaje's lead programmer and project leader

Video game producer and Master's teacher

SKILLS

Unreal Engine 
C++ 
Unity 
C# 

Git 
Perforce 
Python 

LANGUAGES

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