

ALEJANDRO FRAGA CIMADEVILA

Game Programmer



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EXPERIENCE

JUNE 2022 – PRESENT

Gameloft

Toronto, Canada

Game Programmer - Disney Magic Kingdoms

Disney Magic Kingdoms was launched in 2016, since then the video game has been updated consistently to introduce new content. My job mainly consists of content integration for upcoming updates: parades, attractions, quests, animations...

JULY 2021 – JUNE 2022

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 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 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
Daniel Sánchez

Video game producer and Master's teacher
Expleo's supervisor

SKILLS

Unreal Engine 
C++ 
Unity 
C# 

Git 
Perforce 
Python 

LANGUAGES

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