ALEJANDRO
FRAGA CIMADEVILA

DATE OF BIRTH:
08/03/1995

CONTACT

Nationality: Spanish
Gender: Male
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LANGUAGE SKILLS

Native Speaker: Spanish | Galician
Independent: English (B2)
Basic: Japanese (A1)

DIGITAL SKILLS

Videogames: Unreal Engine 4, Unity, Visual Studio, PhysX, OpenGL, C, C++, C#, Perforce, Git

Programming: IntelliJ IDEA, Eclipse, Java, Python, HTML, CSS, JavaScript, jQuery, XML, JSON, Git, TortoiseSVN, Spring, Hibernate, Mercurial

Design/Management: Design Patterns, UML, Jira, Trello, SCRUM, Sonar

DBs: MySQL, PostgreSQL, Oracle DB, Firebase Firestore, Realm DB

OS: Linux, Windows, macOS, VirtualBox, VMWare

I love videogames. 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 videogames industry. **Graduated in Computer Engineering**, I've been working in software companies from Madrid and Santiago de Compostela

EDUCATION

09/2019 – 10/2020 – Madrid, Spain
Master in Video Game Development with Honors
Complutense University of Madrid

The goal of the Master is to specialize IT Engineers in Professional Videogames Programming

The Final Master Project consisted in developing of a PC Videogame 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

My performance in the master was evaluated with a 10 (with Honors)

09/2013 – 02/2019 – Santiago de Compostela, Spain
Computer Engineering Degree
University of Santiago de Compostela

Knowledge in Mathematics, Programming, Software Design, Computer Engineering, Software Engineering, DBs, Networks, Artificial Intelligence, Graphic Computing…

The Final Degree Project consisted in a native Android application for the empowerment of patients for the Galician public health system. The app was divided in a medical file, a section of surveys, a calendar and a chat, all of them configurable and controllable by the doctor. All the learning (Kotlin, Android & Android Studio) was done independently

The final result was evaluated with a 9'3

WORK EXPERIENCE

04/2019 – 02/2020 – Madrid, Spain
Software Engineer
Expleo Group

Maintenance of an application for the management of automatic operation of railways for the international company Siemens. Installed internationally in several lines of subway. Telework one day a week

03/2018 – 01/2019 – Santiago de Compostela, Spain
Intern Developer
Bahía Software S.L.U.

Full-Stack developer of a web application for the management of operating rooms, for the Galician and Basque public health system

07/2017 – 09/2017 – Santiago de Compostela, Spain
Developer in Extracurricular Practice
Bahía Software S.L.U.

Full-Stack developer of a web application for bill management, for the Galician public health system