



ALEJANDRO FRAGA CIMADEVILA

DATE OF BIRTH:
08/03/1995

CONTACT

Nationality: Spanish
Gender: Male
Location: Santiago de Compostela, Spain
Phone: (+34) 676 56 59 71
Mail: alex_fraga95@hotmail.com
Website: alejandrofraga.me
LinkedIn: [alejandro-fraga](#)
GitHub: [AlejandroFraga](#)

RECOMMENDATION LETTER

José Raluy: Video game producer
Daniel Sánchez: Expleo's supervisor

LANGUAGE SKILLS

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

DIGITAL SKILLS

Video games: UE4, Unity, Visual Studio, PhysX, OpenGL, C++, C#, LUA, Cg, HLSL, 3ds Max, OpenAL, FMOD, 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

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 video games programming. My performance in the master was graded with a 10/10.

We learned about Design, Production, Content Pipeline, Mobile Video Games, and took a deep look into Video Game Engines, Software Architecture, Graphic Programming, Physics, Artificial Intelligence, Networking, Inputs, 3D Audio, Analytics. Using UE4, C++, Unity 3D, C#, Perforce, 3ds Max, Cg, HLSL, PhysX, LUA, OpenAL, FMOD...

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](#).

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 graded with a 9'3/10.

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 the subway. All the generated documentation was completed in English, since it was an international project. Telework once a week.

Use of Eclipse, JAVA, VMWare, Java JMS, XML, Junit, SCRUM...

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. My tasks consisted in the modification of the behavior of the application, creation of new sections or functionalities, the optimization of code inherited from the application, etc.

Use of JAVA, jQuery, Javascript, CSS, HTML, Spring, Hibernate, Mercurial, Bootstrap, SCRUM...

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. My tasks consisted in the modification of the behavior of the application, creation of new sections or functionalities, the optimization of code inherited from the application, etc.

Use of JAVA, jQuery, Javascript, CSS, HTML, Spring, Hibernate, Mercurial, Bootstrap, SCRUM...