ALEJANDRO FRAGA CIMADEVILA
Game Programmer

Website: alejandrofraga.me   **Mail**: alejandro.fraga.cimadevila@gmail.com   **LinkedIn**: Alejandro-Fraga   **GitHub**: AlejandroFraga

EXPERIENCE

JUNE 2024 - DECEMBER 2024
Dep Games
A Coruña, Spain

Game Programmer - Unicorn Wars
The project received a **European subsidy** to fund the creation of a demo. I was the main developer of the project which we started programming from scratch using **Unreal Engine 5** and **C++**.

The result was shown (and played) at our booth at the **BIG Conference** 2024.

SEPTEMBER 2023 - MAY 2024
Sinn Studio
Toronto, Canada

Game Programmer - Swordsman and Guardian of Realms
Helped with the development of **Swordsman**'s updates, and got assigned as main investigator of **Meta Quest Mixed Reality** (MR) technology on devices that hadn't been released to the public yet. After this investigation, we started the development of Guardian of Realms; the **first ever** MR combat game with full mod support.

JUNE 2022 – PRESENT
Gameloft
Toronto, Canada

Game Programmer - Disney Magic Kingdoms
Started 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.

JULY 2021 – JUNE 2022
Gato Salvaje Studio
A Coruña, Spain

Game Programmer - The Waylanders and Unannounced Projects
Implemented the Steam Achievements, quests, multiple UI improvements, bug fixing, optimization… The programming department consisted of the project leader and me.

4 MARCH 2022
University of A Coruña
A Coruña, Spain

Seminar Leader - Unreal Engine & C++
Lead a seminar about **Unreal Engine**, **C++**, my experience developing The Waylanders, and my Master's and post-Master's experiences.

APRIL 2019 – FEBRUARY 2020
Expleo Group
Madrid, Spain

Software Engineer
Maintenance of an app for the management of the 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 game programming.

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

Graduated in 2019
USC

Degree in Computer Engineering

SKILLS

Skill	Level
Unreal Engine	▰▰▰▱
C++	▰▰▰▱
Unity	▰▰▰▱
C#	▰▰▱▱
Git	▰▰▰▱
Perforce	▰▰▰▱
Python	▰▰▱▱

LANGUAGES

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