ALEJANDRO FRAGA CIMADEVILA

Game Programmer

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Hi! I'm Alejandro Fraga Cimadevila, a Game Programmer based in Galicia

I love video games. Playing or making them. I've worked on **The Waylanders** and other unannounced projects at **Gato Salvaje Studio**. I graduated **with Honors** from the **Master in Video Game Development** by the **Complutense University of Madrid** and graduated in **Computer Engineering** at the **University of Santiago de Compostela**.

My Journey

My interest in the video game's world was born from a very young age. I always saw video games as more than just a hobby, as a way of telling stories and awakening emotions, in which the decisions are taken by the **player**.

Before I chose my degree, I attended an Information event with a lot of stands of different careers. I spent hours talking to the representative of the video game's degree. I realized that **my passion** could be **my profession**.

By that time, the video game degree offer in Spain was limited and taking its first steps, so I decided to study the **Degree in Computer Engineering** in the **University of Santiago de Compostela**. That would help me set the basis for a later focus on the video game's world. While studying, I did my training as a **Full-Stack developer** in **Bahía Software**, after that, the company offered me a job as an Intern developer.

After graduating, I moved to Madrid to study the **Master in Video Game Development** whose main goal is to specialize IT Engineers in Professional video games programming. During that time, I also worked at **Expleo Group**, a software consultancy, as a **Software Engineer** in charge of the maintenance of an application for **Siemens**.

The **Final Master Project** consisted in developing a **complete PC video game** as part of a team of 20+ people, divided in 5 specialized departments, using **Unreal Engine 4**. Since I enjoy taking responsibilities as well as proving myself in new different areas, aside from my programming tasks in the team, I was chosen as **co-lead** and I worked as the **Perforce**, **Discord** and **build manager**. This allows me to learn about new roles and tools that can come in useful later on. This great experience allowed me to perform within a multidisciplinary group as well as improve my team working skills. The final product is **Voidout**.

After graduating, I took some time to improve my **portfolio** with new projects, participate in a **game jam**, learn new coding languages, take proficient conversation English lessons and **widen my knowledge** about the most important languages and tools for my career.

I started working at **Gato Salvaje Studio**, at **The Waylanders**, which had already been in development for almost 4 years. I implemented the **Steam** achievements, quests, UI improvements, bug fixing, optimization… The programmation team consisted of the project leader and me. So, considering the time and resources that we had in our team, we tried to polish the game as much as we could. Meanwhile, I coursed and completed the **English C1** level at the official school of languages (**EOI**), improving my communication skills.

The **University of A Coruña** contacted our Studio to conduct a seminar in the subject **Advanced Programming** of the **Master of Video Games**. I didn't hesitate to take the chance to lead it. I talked about **C++**, **Unreal Engine 4**, and my experience developing **The Waylanders**. In addition, I recounted my Master and post-Master's experiences. Making recommendations about preparing the CV and portfolio. Students were also helped with their **Final Master Projects** and technical doubts about them. As I thought these would have been the most useful topics for me when I was in their position.

Why me?

I'm always **eager to face new challenges**, learning and improving in the process. I have great **teamwork skills**, and I tend to become part of the team immediately, as I'm very social and extroverted. I am used to **self-learning**, to fight against the odds and **keep calm** during problems. I use **agile methodology** on my daily basis, as I love the production process and organizing in order to optimize productivity.

As I proved in the master, I only need motivation and the right tools, and I will make the **best out of my opportunities**. I only need that chance, and I will show all that I'm capable of.