SOFTWARE ENGINEER – GAME DEVELOPMENT

ALEJANDRO SUAU RUIZ

I've been playing video games for over 25 years—and creating them is both my passion and my profession. As a Software Engineer, I specialize in game development, building gameplay systems, tools, and backend solutions that turn ambitious ideas into real, playable experiences.

PROFESSIONAL EXPERIENCE

Self-Growth   Jun. 2024 - Present
Software Engineer - Game Development
- Currently coursing a Master's Degree in Game Programming at University.
- Finished my Master's Degree in Data Science at Univeristy.
- Created a 3D engine with openGL and C++ and a 2D engine with SDL2 and C++.
- Completed a few Udemy course with Unreal and Unity programming in Udemy.

XBOX Activision Blizzard King   Jan. 2023 - Jun. 2024
Software Engineer - Game Development
- Created new features for engaging users to interact with economy live cycle, such as Tiered On Fire, or Candy Sweets Exchange Machine while having impact on millions of players.
- Added new mechanics and sweets to the game board, such as double color bomb.
- Refactoring old pieces of code and fixing general game bugs.
- Tech stack: C++, JIRA, Jenkins, GIT and Python for scripting.

Merkur Dosniha S.L.   Dec. 2021 - Nov. 2022
Software Engineer - Game Development
- Created 3 new games for slot machines using C++ and custom company's SDL2 game engine.
- Supporting and maintaining old game engine in C++ (c++98 in some parts).
- Tech stack: C++, JIRA, Jenkins, GIT and Python for scripting.

Robot S.A.   Feb. 2020 - Jul. 2021
Software Engineer - R&D
- Creating customer dashboard apps for reading water and electricity consumption using Python, Django and MongoDB.

Refineria Web S.L.   Jan. 2014 - Nov. 2016
Fullstack Developer
- Created full backend services and backend panels using Laravel, PHP, Javascript, MySQL and PostgreSQL.
- Created simple web pages using vanilla PHP, Javascript and MySQL.

EDUCATION

Master's Degree in Game Programming
U. Oberta de Catalunya | 2026 Feb - Present.

Master's Degree in DataScience
U. Oberta de Catalunya | 2020 Sep. - 2026 Feb.

Bachelors Degree in Computer Engineering
U. Oberta de Catalunya | 2012 Sep. - 2019 Jun.
- Honor Grade in Criptography and Data Structures Design.
- Bachelor's Thesis: created 2D mobile game with C# and Unity.

SOCIAL

Portfolio
https://alejandrosuau.github.io/portfolio/

Youtube Channel
https://www.youtube.com/@The.TrueBoolean

LinkedIn
https://www.linkedin.com/in/alejandro-suau-ruiz/

Github
https://github.com/AlejandroSuau

COURSES

- **Game Engine Development with C++ and OpenGL** — Udemy
- **Unreal Engine 5 - Gameplay Ability System - Top Down RPG** — Udemy
- **Advanced: Build a Backend REST API with Python & Django** - Udemy
- **Introductory Secure Coding in C++** — SecureFlag
- **Introduction to Threat Modeling** — SecureFlag
- **OWASP Top 10: 2021 in Python** — SecureFlag