Alejandro Moya García

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Portfolio https://alesalex.github.io/Portfolio
GitHub https://github.com/AlexBlackfrost

EXPERIENCE

Alderon Games — Unreal Engine Programmer
December 2023 - June 2024, Remote

- Worked on Path of Titans, an MMO dinosaur game for PC, PlayStation®, Nintendo Switch™, Xbox and mobile devices made in Unreal Engine 5.

- Developed networked character movement features, extended UE's Gameplay Ability System, created gameplay features for game modes, established connections with a database backend system, implemented achievements & metrics UI and worked on optimizations and bug fixing in multiple areas to ensure the stability of the live game.

Sngular Studios — Unreal Engine and Unity Software Developer
February 2022 - December 2023, Spain

- Developed multiple interactive experiences and serious games for museums in Unity.

- Worked closely with animators in order to develop a marine prehistoric wildlife 3D simulation in Unreal Engine 4. Created an Animation-driven Character Controller, Procedural Animations and established a pipeline together with animators and riggers.

- Developed multiple AI systems such as Finite State Machines, Behavior Trees, EQS, Context Steering Collision Avoidance System. Worked with blueprints and C++.

Self-employed — *Game Developer*
October 2020 - January 2022, Remote

- **Souls-like boss battle:** developed a behavior-tree based AI, a state machine based character controller, a combat system, a target-lock camera feature and an input buffer system.

- **Platform fighter prototype:** programmed character controller, movement physics, input buffering, gameplay features for move-sets, hitbox & hurtbox damage system, camera aiming and UI.

- **Puzzle games:** implemented a rope physics mechanic, graph algorithms, and UI.

Drotium — *Software Engineer Intern*
October 2018 - July 2019, Spain

- Development of a 3D simulator of an intelligent on-demand self-driving real-time vehicle assignment system in Unity.

EDUCATION

UNED — Master's Degree in *Artificial Intelligence Research*
October 2019 - July 2020, Spain

- GPA: 9.6/10.0 | Top of the class
- Master thesis: Automatic wide-field registration and mosaicking of noisy OCTA images using template matching and differential evolution

University of León — *Degree in Computer Engineering*
September 2015 - July 2019, Spain

- GPA: 9.49/10.0 | Top of the class

AWARDS

Bachelor's Degree Extraordinary Award in Computer Engineering
Received the highest award in my university for academic achievements in my Computer Engineering Degree.

Social Council Award - Master's Degree in Engineering and Architecture Area
Received the highest award in my university for academic achievements in Master Degrees (Engineering and Architecture Area Masters).