

Alejandro Moya García

León, Spain

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Portfolio <https://youtu.be/kdAMiXaSDhA>
GitHub <https://github.com/AlexBlackfrost>

EXPERIENCE

Alderon Games, Remote — Unreal Engine Programmer

December 2023 - June 2024

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, Spain — Unreal Engine and Unity Software Developer

February 2022 - December 2023

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. Developed an Animation-driven Character Controller, Procedural Animations and established a pipeline together with animators and riggers. Also developed multiple AI systems such as Finite State Machines, Behavior Trees, EQS, Context Steering Collision Avoidance System. Worked with blueprints and C++.

Self-employed, Spain — Game Developer

October 2020 - January 2022

Developed multiple game prototypes and small games in Unity.

Drotium, Spain — Software Engineer Intern

October 2018 - July 2019

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

EDUCATION

UNED, Spain — Master's Degree in Artificial Intelligence Research

October 2019 - July 2020

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, Spain — Degree in Computer Engineering

September 2015 - July 2019

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).

OTHER

Game Development personal projects

- Youtube Portfolio: <https://youtu.be/kdAMiXaSDhA>
- GitHub: <https://github.com/AlexBlackfrost>

Competitive programming

- Completed first 3 levels of Google Foobar challenge.
- Coding Game profile:
<https://www.codingame.com/profile/5a406d0e38d09a7859c30efee7dc99900634245>