

Alejandro Muñoz Rubio

Unreal Engine UI Programmer & Software Engineer

6+ years of experience in the game industry, mostly on UI. Passionate about engineering, game development, Unreal Engine, user interfaces, tools and core engine technologies.

(This is a simplified CV. You can see my full work history on my [LinkedIn profile](#))
This CV was last updated on 19/02/2025 and it might be outdated. Get the latest version here

Contact:

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[LinkedIn profile](#)
[Github](#)

Education:

Software Engineering
Universidad de Málaga
Sep 2015 - Jul 2019
Málaga, Spain

Technical Skills:

Game Engine experience:
(highest to lowest)

- Unreal Engine
- Unity
- Frostbite
- Godot
- Lumberyard

Programming languages
experience:
(highest to lowest)

- C++ & Blueprints
- C#
- GDScript
- Python
- Groovy Script
- ActionScript 3
- Go

Languages:

- Spanish (Native)
- English (Fluent)

Experience:

Game UI//Tools/Gameplay Programmer (Unreal Engine, C++, Common UI, UMG, Slate, Unity/C#)

Stainless Games

Nov 2022 - Now | Isle of Wight, UK (Remote)

Projects: **Internal UE UI framework, Unannounced TCG, Unannounced Roguelite, Unannounced Racing game**

- Responsible for designing and implementing an internal UI framework, aimed to accelerate prototyping and development of Unreal Engine projects, with features like automatic UI layering and input handling, game-ready common screens and components, etc.
- Joined development teams on UI heavy projects, and both implemented new UI features and performed plenty of bug fixes.

UI and Localization Software Engineer

Electronic Arts

Apr 2021 - Oct 2021 | Madrid, Spain (Remote)

Projects: **Battlefield 2042, FIFA 22, FIFA Mobile**

- Joined a team of experts in localizing AAA titles for Arabic and Asian languages which involved proficiency in various technologies, UI layout systems, font rendering and localization pipelines.

UI/Gameplay Programmer (Unreal Engine/C++/ UMG, Unity/C#)

Auroch Digital

Jul 2020 - Apr 2021 | Bristol, UK (Remote)

3intech

Sep 2018 - Jul 2020 | Málaga, Spain

Projects: **Kards, Plague Inc for PC, Mars Horizons, Robopilot, VR Scape Room, OWO haptic vest's Mobile app/Unity & UE SDK**

- Joined development teams on UI heavy projects, and both implemented new UI features and performed plenty of bug fixes.

Builds and Tools Programmer (Jenkins, Python, C++)

Amazon Games

Sep 2023 - Ago 2024 | San Diego, California, USA (Remote)

Projects: **New World (CI/CD & Engine)**

Tools Software Engineer (Frostbite/C++)

Electronic Arts

Sep 2023 - Ago 2024 | San Diego, California, USA (Remote)

Projects: **Frostbite/FrostEd Localization Tools**