



Axel Alavedra

Programmer

Profile

Programmer with over four years of experience in the video game industry and shipped PC/Console titles.

My areas of expertise are Gameplay and AI, with excellent software design and debugging skills.

Great passion for making games and working together with design teams.

About

Phone:

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Email:

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Portfolio:

axelalavedra.com

Linkedin:

[Axel Alavedra Cabello](#)

Address:

Terrassa, Barcelona, Spain

Languages

English: High

Spanish: Native

Catalan: Native

Career Summary

Sep 2023 - Present

AI Programmer at [Melbot](#)

- Unreal Engine, GAS
- AI Behaviors
- AI Combat Systems
- AI Decision Making & Tools
- Gameplay mechanics

Sep 2021 - Sep 2023

Gameplay Programmer at [Melbot](#)

- Unity
- Development Tools
- Gameplay mechanics
- AI Behaviors
- AI Systems & Tools:
 - Behavior Tree Tool
 - Position Query System Tool
 - Combat Circle System
 - Perception System

July 2021 - Sep 2021

Intern Programmer at [Melbot](#)

- Unity
- Gameplay mechanics
- AI Behaviors
- Sole developer for PS4 port

October 2016 - May 2017

Intern Programmer at [ViOD Games Studio](#)

- Player actions
- AI Behaviors
- Gameplay mechanics
- Scoring system

Professional Skills

Programming:

C++, C#

AI:

State Machine, Behavior Tree, Utility AI, Decision Making, Pathfinding

Game Engines:

Unity, Unreal Engine

Development:

Debugging, Profiling, Architecture Design

Shipped Titles

- [My Little Pony: A Maretime Bay Adventure](#)
- [Projects: Nick Jr. Party Adventure](#)

Educational Training

CITM (UPC)

Bachelor's degree in Design and Development of Videogames

- Attended from Sept. 2017 to June 2021

Escola PIA Balmes

Certificate of Higher Education, Computer Games and Programming Skills

- Attended from Sept. 2015 to June 2017
- Unity Certified Programmer