



Axel Alavedra

Game Developer

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Personal Profile

I am a hard-working, responsible and motivated game developer.

I am also a fast learner with great problem-solving and team working skills.

Career Summary

Game Developer Intern

ViOD Games Studio
Oct. 2016 to May 2017

- Worked on Fireman Rescue, a serious game for firefighter students
 - Player actions
 - Firefighter AI
 - Objectives/Score system

Educational Training

CITM (UPC)

Bachelor of Design and Development of Videogames

- Enrolled since Sept. 2017 to present
- Large experience as a programmer
- Delivered multiple team projects

Escola PIA Balmes

Certificate of Higher Education, Computer Games and Programming Skills

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

Projects

[The Witcher: A Bard's Tale](#)

Hack and Slash game developed the third year of Bachelor

[SparkEngine](#)

3D game engine developed the third year of Bachelor

[Timeless Warriors](#)

Fighting game made with Unity on last year of Higher Education

[Blue Alert](#)

Strategy game developed the second year of Bachelor

Professional Skills

Programming/Markup Languages:

C++, C#, Java, JavaScript, HTML/CSS

Frameworks/Engines:

Unity, Unreal Engine, Visual Studio / VSC, Android Studio

Others:

JSON, XML, OpenGL, PhysX, SDL

Languages

English: High

Spanish: Native

Catalan: Native