



Axel Alavedra

Game Developer

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Address:

Terrassa (08225), Barcelona, Spain

Languages

English: High

Spanish: Native

Catalan: Native

Personal Profile

My name is Axel Alavedra and I am a Videogame Development graduate with a focus on AI.

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

Also, during my work experience, I have developed great problem-solving and team working skills.

Educational Training

CITM (UPC)

Bachelor of Design and Development of Videogames

- Attended from Sept. 2017 to June 2021
- Extensive 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

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

Career Summary

September 2021 - Present

Programmer at [Melbot](#)

- Projects: Unannounced Project
 - Sole AI programmer
 - Implemented AI Systems(Behavior Tree, Position Query System, Fight Circle, Perception System)
 - Implemented enemy Behaviors

July 2021 - September 2021

Intern Programmer at [Melbot](#)

- Projects: [My Little Pony: A Maritime Bay Adventure](#) (Switch, Steam, PS4, XboxOne)
 - Implemented game features and mechanics
 - AI Behaviors
 - Sole developer for PS4 port

October 2016 - May 2017

Game Developer Intern at [ViOD Games Studio](#)

- Projects: [Fireman Rescue](#) (PC)
 - Player actions
 - Firefighter AI
 - Objectives/Score system

Other 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