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

- Nick Jr. Party Adventure - October 2024
  - PC & Consoles
  - Unity
- My Little Pony: A Maretime Bay Adventure - May 2022
  - PC & Consoles
  - Unity

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