



# Axel Alavedra

Programmer

## About

### Phone:

+34 667 75 75 18

### Email:

axel.alavedra@gmail.com

### Portfolio:

[axelalavedra.com](http://axelalavedra.com)

### Linkedin:

[Axel Alavedra Cabello](#)

### GitHub:

[AxelAlavedra](#)

### Address:

Terrassa (08225), Barcelona, Spain

## Languages

**English:** High

**Spanish:** Native

**Catalan:** Native

## Personal Profile

My name is Axel Alavedra and I'm a programmer with over four years of experience in the video game industry.

My areas of expertise are gameplay and AI. I also have experience with console porting and tool programming.

## 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

## Professional Skills

### Game Dev:

AI, Gameplay, Tools, Porting

### Programming:

C++, C#, Python, Java

### Game Engines:

Unity, Unreal Engine

### Others:

JSON, XML, OpenGL, PhysX, SDL

## Career Summary

### Sep 2023 - Present

#### AI Programmer at [Melbot](#)

- Projects: [Gods TV](#)
  - Unreal Engine, GAS
  - AI Behaviors
  - AI Combat Systems
  - AI Decision Making & Tools
  - Gameplay mechanics

### Sep 2021 - Sep 2023

#### Gameplay Programmer at [Melbot](#)

- Projects: [Nick Jr. Party Adventure](#)
  - Unity
  - Development Tools
  - Gameplay mechanics
  - AI Behaviors
- Unity AI Systems & Tools:
  - Behavior Tree Tool
  - Position Query System Tool
  - Combat Circle System

### July 2021 - Sep 2021

#### Intern Programmer at [Melbot](#)

- Projects: [My Little Pony: A Maretime Bay Adventure](#)
  - Unity
  - Gameplay mechanics
  - AI Behaviors
  - Sole developer for PS4 port

### October 2016 - May 2017

#### Intern Programmer at [ViOD Games Studio](#)

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