



## Axel Alavedra

Programmer

### About

**Phone:**

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**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
- 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

**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