

# Alejandro Garcia Lopez

Gameplay Programmer

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## EXPERIENCE

### Unity Developer Firescale Studios

📅 Dec 2024 – Present

📍 Castellon, Spain

- Built an in-game **Cheat System** that accelerated manual testing and cut QA turnaround time by **95%**.
- Built localization tooling integrating Unity's Localization package, cutting iteration time by **60%**.
- Implemented a data-driven encounter system enabling scalable combat scenarios via ScriptableObjects.
- Developed core gameplay mechanics for *Rise of the Overlords* in a 6-person team, delivering weekly builds.

### Unreal Developer Catness Game Studios

📅 Jan 2023 – Nov 2024

📍 Castellon, Spain / Hybrid

- Built a **100-player** battle-royale in UE5; playtests with 20 concurrent players held steady below 60ms RTT.
- Migrated project from UE 5.1 to 5.3, yielding a **+15% FPS gain** on mid-tier PCs.
- Integrated Ultra Dynamic Weather for fully synchronized weather cycles across clients.
- Authored a replicated inventory system supporting drag-and-drop and quick-swap actions.
- Ported *Sea Horizon* to **PS4, PS5, Xbox One/Series**, ensuring compliance and parity.

## PROJECTS

### Fractalia Personal Project

📅 May 2025 – Nov 2025

📍 Unity, HLSL

- Players explore procedurally generated fractal spaces.
- Implemented custom **raymarching algorithms** in Unity shaders using HLSL to render complex geometries in real-time.

### The Hidden Offering Game Off Jam

📅 Nov 2024

📍 Unreal Engine 5, C++

- Created in 48 hours. Designed a narrative-stealth experience.
- Handled gameplay scripting, visual logic, and polish using Blueprints and C++.



## ABOUT ME

Gameplay programmer who ported *Sea Horizon* to Consoles, cut QA turnaround by 95%, and boosted frame rates by 15%. Experienced in shipping weekly builds for Unity and Unreal-based multiplayer prototypes.

## TECHNICAL SKILLS

### Engines

Unity Unreal Engine 5

### Languages

C++ C# HLSL Python

### Tools

Perforce Git Jira Sourcetree

### Platforms

Windows PS4/PS5 Xbox Series Meta Quest

## EDUCATION

### BSc, Design and Development of Videogames

Universitat Jaume I

Sep 2019 – Jun 2023

Castellon

### Software Engineering Concentration

Universitat Jaume I

Sep 2020 – Jun 2021

Castellon