

# Alejandro Garcia Lopez

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## SUMMARY

Gameplay programmer who ported Sea Horizon to PS4, PS5 and Xbox, cut QA turnaround by 40 %, boosted frame rate by 15 %, and ships weekly Unity- and Unreal-based builds for 100-player prototypes.

## EDUCATION

### Universitat Jaume I

BSc, Design and Development of Videogames

Castellon, Spain

Sep. 2019 – Jun. 2023

### Universitat Jaume I · Simultaneous

Year-long concentration in Software Engineering

Castellon, Spain

Sep. 2020 – Jun. 2021

## 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 40%.
- Built localization tooling that plugged Unity's Localization package into the studio's content pipeline, 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* within a 6-person team, delivering weekly playable builds.

### Unreal Developer

Catness Game Studios

Jan. 2023 – Nov. 2024

Castellon, Spain

- Worked with a six-person team to build a 100-player battle-royale in UE5; European internal playtests with 20 concurrent players held steady below 60 ms 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 and Xbox Series, ensuring platform compliance and performance parity.

## PROJECTS

### Fractalia | Unity, C#, HLSL

2025 – Present

- Work-in-progress title where players explore procedurally generated fractal spaces.
- Implemented custom raymarching algorithms in Unity shaders using HLSL to render complex mathematical geometries in real time.

### The Hidden Offering | Unreal Engine, C++, Game Jam

Nov. 2024

- Created mainly in 48 hours for the Game Off jam alongside one collaborator.
- Designed a narrative-stealth experience in which the player eliminates evidence of a ritualistic crime.
- Handled gameplay scripting, visual logic, and polish using Blueprints, C++ and UE5 tools.

## TECHNICAL SKILLS

**Engines:** Unity · Unreal Engine 5

**Languages:** C++ · C# · HLSL · Python

**Tools:** Perforce · Git · Sourcetree · Jira

**Platforms:** Windows · PS4/5 · Xbox One/Series · Meta Quest

**Methodologies:** Agile · Scrum · TDD