



Alejandro Garcia Lopez

Gameplay Programmer



Castellon, Spain



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MrLexDev

About me

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.

Experience

Dec 2024
Present

Unity Developer

Firescale Studios

- 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.

Jan 2023
Nov 2024

Unreal Developer

Catness Game Studios

- Built a 100-player battle-royale in UE5 with a six-person team; 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.

Education

Sep 2019

BSc, Design and Development of Videogames

Universitat Jaume I,

Castellon, Spain

Jun 2023

Sep 2020

Year-long concentration in Software Engineering Universitat Jaume I, Castellon, Spain

Jun 2021

Projects

2025

Present

Fractalia

Unity, C#, HLSL

- 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.

Nov 2024

The Hidden Offering

Unreal Engine, C++, Game Jam

- Created in 48 hours for the Game Off jam alongside one collaborator.
- Designed a narrative-stealth experience where 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