# Alejandro Lopez

## Senior Technical Designer & Game Programmer

**Portfolio:** https://alejandrolopezdev.com
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## Professional Summary

Passionate senior technical designer with **over five years of experience** in AAA game development and a strong background in programming and game design. Skilled at designing, creating and implementing solutions for online multiplayer and single-player experiences. Experienced with **C++, C#, JavaScript** and multiple game engines including **CryEngine, Unity and Unreal**. Adept at leading teams and mentoring junior colleagues, with proven ability to deliver polished gameplay features and streamline designer workflows.

## Technical Skills

- **Programming languages:** C++ / C# / JavaScript
- **Game engines:** Unity / CryEngine / Unreal Engine
- **Web technologies:** HTML / CSS
- **Languages:** Spanish / English

## Soft Skills

- Communication
- Time management
- Problem-solving
- Team collaboration

## Professional Experience

### Cloud Imperium Games – Senior Technical Designer
*Manchester, United Kingdom [ Sep 2022 – Present ]*

- Develop single-player gameplay experiences for **Squadron 42**, defining mission logic and implementing gameplay mechanics using CryEngine and C++.

- Design, create and implement mission logic and gameplay systems for **Star Citizen**, a AAA online massive multiplayer game, using **CryEngine Custom** and **C++**.

- Lead adoption of a **core data scripting component**, coding new snippets and improving interoperability between systems to enhance designer workflows.

- Create and refine tools and refactors to improve workflows and provide new functionality for designers.

- Support major releases by implementing new mechanics, balancing encounters, and addressing critical bug fixes.

**Stage Clear Studios – Game Programmer**

*Madrid, Spain [ Feb 2021 – Jun 2022 ]*

- Prototyped and managed the programming team for **Real Madrid CF Football Blast**, a mobile soccer card strategy game.

- Led a team of three programmers during development, successfully delivering iOS and Android versions using **Unity**, **C#**, **Photon** and **PlayFab**.

- Implemented backend services and analytics using PlayFab and Google Analytics to support live operations.

**Estudio Future – Game Designer**

*Madrid, Spain [ Jul 2019 - Dec 2019 ]*

- Designed and prototyped VR mechanics for an unannounced game using **Unity**, **C#**, in-house tools and **Oculus API**.

- Collaborated on enterprise VR applications and created prototypes for gameplay mechanics.

## Education

- **Programming for Games, Web and Mobile – Vancouver Film School**
  *Vancouver, Canada [ Dec 2019 - Dec 2020 ]*

- **Game Design Degree – U-tad**
  *Madrid, Spain [ Sep 2015 – Jun 2019 ]*

- **Business Expert MBA – ThePowerMBA**
  *Online [ 2021 ]*

## Selected Projects

- **Data Breaker** – Implemented player movement, a custom camera system, combat and combo mechanics, and target-lock functionality for a 3D action game.

- **Galactic Mechanic** – Developed RTS unit selection and movement systems, created UI canvases and built tools for designers to schedule time-based events.

- **Human Horizon** – Built ship controls influenced by gravity, a trajectory prediction system, character movement on curved planets, drone movement and resource-capture mechanics, and a ship inventory system.