ALEJANDRO LOPEZ
TECHNICAL DESIGNER

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HIGHLIGHTS

- Worked on a AAA project from a position where I had an important overview of the entire project.
- Created a machine learning model for a flappy bird game using Unity and Tensorflow.
- Wrote thesis on how to design a game using Virtual Reality technologies. Achieved grade "excellent".

HARD SKILLS

CODING
C++ / C# / JavaScript

ENGINES
Unity / CryEngine / Unreal

WEB DEVELOPMENT
HTML / CSS

LANGUAGES
Spanish / English

SOFT SKILLS

Communication

Time Management

Problem-solving

EDUCATION

Programming for Games, Web and Mobile (VFS)
Graded with Honors / Best Software Developer Award
Vancouver, Canada 2020

Game Design Degree (U-tad)
Madrid, Spain 2015 – 2019

Business expert MBA (PowerMBA)
Online, 2021 - Present

AWARDS

Best Software Developer at Vancouver Film School
Vancouver 2020

PROFESSIONAL EXPERIENCE

CLOUD IMPERIUM GAMES 2022 – PRESENT

Star Citizen (PU).Technical Designer
CryEngine Custom + C++
Online Massive Multiplayer game where the player can enjoy a smooth universe.

Squadron 42.Technical Designer
CryEngine Custom + C++
Single-player adventure where you are a space marine in the Star Citizen universe. I design, create, and implement solutions to bring the project together.

STAGE CLEAR STUDIOS 2021 - 2022

Real Madrid CF Football Blast. Game Programmer
Unity + C# + Photon + Playfab
Mobile soccer card strategy game. I started prototyping it and ended up managing the programming team.

VANCOUVER FILM SCHOOL 2020

Data Breaker. Final course project
Unity + C#
3D fighting adventure game. I was doing the programming of the movement, camera, and combat from the player's perspective.

Galactic Mechanic. Team Project
Unity + C#
RTS game where you control the mechanic robots of a spaceship that is close to being destroyed. I did all the programming of the game.

ESTUDIO FUTURE 2019

Unannounced videogame and Enterprise applications (VR).
Game designer
Unity + C#
I designed and prototyped VR mechanics for an unannounced game.

U-TAD 2015 – 2019

Human Horizon. Final degree project
Unity + C#
2D space simulation adventure where the player needs to explore the planets to obtain resources that allow him to continue.