

# ALEJANDRO LOPEZ

TECHNICAL DESIGNER

ALEJANDRO.LPZ.MUNOZ@GMAIL.COM

WWW.ALEJANDROLOPEZDEV.COM

## 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*

## AWARDS

**Best Software Developer at Vancouver Film School**

*Vancouver 2020*

## PROFESSIONAL EXPERIENCE

### CLOUD IMPERIUM GAMES 2022 – PRESENT

**Star Citizen (PU).** Technical Designer III

*CryEngine Custom + C++*

Online Massive Multiplayer game where the player can enjoy a smooth universe.

**Squadron 42.** Technical Designer III

*CryEngine Custom + C++*

Single-player adventure where you are a space marine in the Star Citizen universe.

I design and implement solutions to bring the both projects to their completion.

### 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.

### ESTUDIO FUTURE 2019

**Unannounced videogame and Enterprise applications (VR).** Game designer job

*Unity + C#*

I designed and prototyped VR mechanics for an unannounced game.