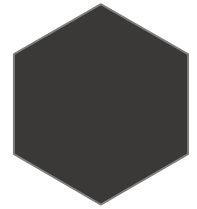


# Alejandro Castro Royo

Game Feel hot-blooded video game programmer.



## Education

**Bachelor Degree in Computer Games Programming / 2018 – 2019**

*Teesside University Middlesbrough, United Kingdom.*

**HND in Video games Programming / 2015 – 2018**

*Escuela Superior de Arte y Tecnología (ESAT) Valencia, Spain.*

**A Levels at Gran Asociación College / 2012 - 2013**

*Gran Asociación College, Valencia, Spain.*



## Work Experience

**DeMelo Barista 2019** September - March

*DeMelo, Middlesbrough, England (UK)*

Small city coffee shop.

Business management skills improved.

Sense of responsibility.

**Starbucks Barista 2016** June - September

*Starbucks Coffee Shop, Squaw Valley, California, EEUU.*

Learned how to be efficient in a stressful atmosphere.

Coordinated teamwork.

Customer care.



### CONTACT

23/03/1995

+34 655 083 578

[acr.castroro@gmail.com](mailto:acr.castroro@gmail.com)



### Personal Skills

Confident

Eager to Learn

Supportive

### LANGUAGES

Spanish (Native)

English (IELTS BRAND 6.0)

Catalan (Native)

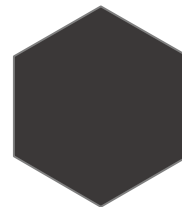
### HOBBIES

Mountain

Motorbikes

Poetry

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## Relevant Experience

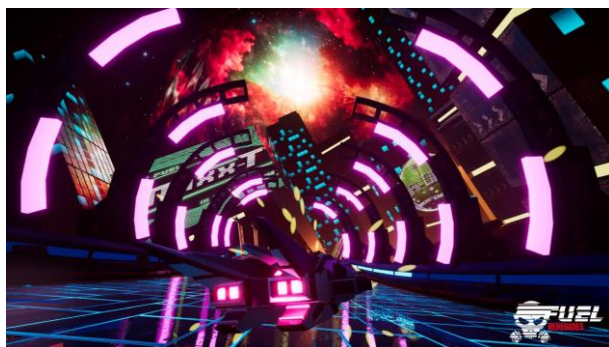
### Game Programmer 2017 October - 2018 July

#### ***Modular Souls, Fuel Renegades.***

I work in the game Fuel Renegades forming part of a student studio inside the university.

Fuel Renegades is an arcade multiplayer Racing game developed in Unreal 4.

Published in [Steam](#) with “very positive” review rank.



### Engine Programmer 2017 September - 2018 May

#### ***Biguili Engine.***

Write in C++ from scratch. OpenGL 3.X. Multi-threading. Component based. Obj loader.

Shadow mapping. Scripting support. Smart pointers.

### Network Programmer 2018 September - 2019 January

#### ***Avocados revenge.***

Multi-threading. Broadcasting. Infinite Lobbies.

TCP. UDP. SFLM 2.4.2. Main package system.

### AI Programmer 2019 January - 2019 May

#### ***GA\_IA.***

Flocking. Decision making with FSM. Mind & Body agent separation.

Dynamic learning system based in iteration and weigh. Sub-FSM.



## PROGRAMMING

### LANGUAGES

C / C++

OpenGL3.X

GLSL

C#

ARM Assembly

Bash / Bat

Lua

SQL

Python

### ENGINES

Unity 3D

Unreal Engine 4

## PROGRAMS / TOOLS

Visual Studio

Render Doc

Perforce

Git

Audacity

FMod

## ADDITIONAL

Scrum

Slack

Trello