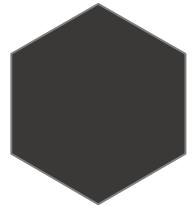


Alejandro Castro Royo



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

castroro.boro@gmail.com



Personal Skills

Confident

Eager to Learn

Supportive

LANGUAGES

Spanish (Native)

English (IELTS BRAND 6.0)

Catalan (Native)

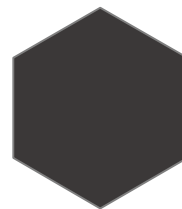
HOBBIES

Mountain

Motorbikes

Poetry

Alejandro Castro Royo



Game Feel hot-blooded video game programmer.



Relevant Experience

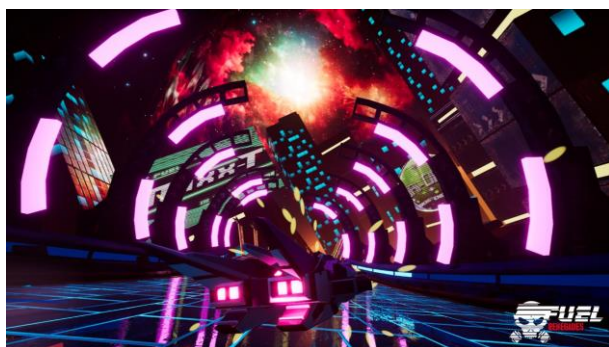
Game Programmer 2017 October - 2018 July

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.

Written 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