ALBERT ALMÁ SERRANO

Gameplay and AI Software Engineer

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ABOUT

Senior AI and Gameplay Programmer with over 6 years of experience developing advanced AI systems and gameplay mechanics for video games. Proficient in Unreal Engine (C++), GAS, AI frameworks, and animation systems. Proven track record of mentoring teams and delivering innovative solutions in both AAA and AA projects.

</> Technologies
C++, C#, Java, Unreal Engine, Unity, GAS, Behavior Trees, ImGui

🎮 Game Development
AI, Combat, Traversal, Navigation, Multiplayer, Animation, State Machines...

👤 Leadership
Mentoring, Technical Guidance

LANGUAGES

Spanish
Native

Catalan
Native

English
Proficient

EDUCATION

Bachelor Degree in Computer Engineering
Polytechnic University of Catalonia

Software Engineering

EXPERIENCE

Senior AI Engineer Dragons Lake

🗓 November 2022 – November 2024   📍 Remote

Action/Stealth Open-World Game [NDA]
- Developed a Utility-based AI system and dynamic perception mechanics for combat.
- Designed spatial coordination, squad AI, cover mechanics, and animation tools.
- Implemented custom senses and faction system for stealth gameplay.
- Developed systems for player traversal and animation.
- Built custom debugging tools.
- Mentored team members, fostering technical growth and ensuring project quality.

`Unreal Engine` `GAS` `Behavior Tree` `AI Perception` `Third Person` `EQS` `ImGui` `Mentoring` `Motion Warping`

AI Engineer DR Studios

🗓 January 2021 – November 2022   📍 Remote

Hawken Reborn (Online Open-World Looter Shooter)
- Designed AI formations, behaviors, and navigation mechanics.
- Developed AI strategies for large-scale battles in online multiplayer.

`Unreal Engine` `C++` `AI` `FPS` `Behavior Tree` `Navigation` `EQS` `Online`

Gameplay Engineer Tequila Works, S.L

🗓 November 2018 – December 2021   📍 Madrid, Spain

Song of Nunu: A League of Legends Story (Single player adventure game)
- Designed AI decision-making systems and companion logic for multi-character gameplay.
- Developed role-playing mechanics, encounter-based gameplay features, traversal and animation systems.

A.D Brawler Crawler (Online Action Multiplayer Game)
- Design and development of gameplay mechanics: camera, encounters, interactables and weapons.
- Design and implementation of AI Decision making system based on utilities.
- Creation of AI director system to manage difficulty and customize player experience.

`Unreal Engine` `C++` `Behaviour Trees` `AI Utilities` `AI Director` `Multiplayer` `Third person` `RPG` `GAS` `Animation` `State Machine`

Backend Engineer King

🗓 June 2015 – August 2018　　　　　📍 Barcelona, Spain

Marketing and Automation Tools for Live Games
- Developed backend tools for marketing and game operations.
- Automated testing workflows to optimize tool efficiency.

Java　Kafka　MySQL　Gradle　JSON-RPC　Docker　Cucumber　Selenium
Jenkins

Unity 3D & Web Developer inLab FIB

🗓 Sept 2014 – June 2015　　　　　📍 Barcelona, Spain

ACE Project
- Created Unity simulations for energy efficiency, showcased at Smart City World Expo.
- Developed a web app using Angular JS and NodeJS.

Unity3D　LeapMotion　Angular　Node.js　Express

QA Tester King

🗓 Apr 2014 – Sept 2014　　　　　📍 Barcelona, Spain

Game Testing and Quality Assurance
- Conducted testing for game functionality and ensured adherence to quality standards.

TestRail　Jira　Android　IOS

Trainee (Web and Mobile Development) inLab FIB

🗓 Feb 2013 – April 2014　　　　　📍 Barcelona, Spain

UPCnet uTalk (Android Social Application)
- Built Android apps and integrated APIs using WebSocket streams.

Android　Java　HTML　Social Streaming　WebSockets　...