




ALBERT ALMÁ SERRANO

Gameplay and AI Programmer

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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 Programmer GRIP Studios

July 2025 – Present Remote

Unnanounced online FPS [NDA]

- Designed and implemented AI behaviors, enabling dynamic reactions to teammates' actions and in-game events.
- Mentored and provided technical guidance and feedback to peers.

Unreal Engine GAS Behavior Tree AI Perception ImGui Mentoring

Senior AI Gameplay Programmer 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 Programmer 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 Programmer 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

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