




# 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 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 ...