ALEJANDRO FRAGA CIMADEVILA
Game Programmer

Mail: alex_fraga95@hotmail.com   **Website**: alejandrofraga.me   **LinkedIn**: Alejandro-Fraga   **GitHub**: AlejandroFraga

EXPERIENCE

JUNE 2022 – PRESENT
Gameloft
Toronto, Canada

Game Programmer - Disney Magic Kingdoms
I started as a content integrator for upcoming updates, but my responsibilities grew fast. Soon I started to modify and improve some of the StateTrees that control the Character's Quests. I've also created automatized importers and in-engine visual tools for other departments.

JULY 2021 – JUNE 2022
Gato Salvaje Studio
A Coruña, Spain

Game Programmer - The Waylanders and Unannounced Projects
Implemented the Steam Achievements, quests, multiple UI improvements, bug fixing, optimization… The programming department consisted of the project leader and me.

4 MARCH 2022
University of A Coruña
A Coruña, Spain

Seminar Leader - C++ & Unreal Engine
I lead a seminar about C++, Unreal Engine 4, my experience developing The Waylanders, and my Master's and post-Master's experiences. Considering what would have been helpful for me when I was in their position, not only did I give the students useful advice to prepare their CVs and portfolio, but I also helped them with their Final Master Projects and technical doubts about them. The seminar was 4 hours long.

APRIL 2019 – FEBRUARY 2020
Expleo Group
Madrid, Spain

Software Engineer
Maintenance of an app for the management of the automatic operation of railways for Siemens.

MARCH 2018 – JANUARY 2019
JULY 2017 – SEPTEMBER 2017
Bahía Software S.L.U.
Santiago de Compostela, Spain

Intern Developer
Developer in Extracurricular Practice
Full-Stack web developer.

EDUCATION

Graduated in 2020
Complutense University of Madrid

Master in Video Game Development with Honors
The goal is to specialize IT Engineers in Professional video game programming.

My performance in the master's was graded with a 10/10.

The result of the Final Master Project was a PC Video game as part of a team of 20+ people, divided into 5 specialized departments, using Unreal Engine 4, C++, and Blueprints.

Graduated in 2019
USC

Degree in Computer Engineering

Started in 2022
UNED

Degree in Mathematics

RECOMMENDATION LETTERS

Steven Hill   Lead content integrator at Gameloft
Miguel Río Bujía   Gato Salvaje's project leader and lead programmer
José Raluy   Video game producer and Master's teacher

SKILLS

Unreal Engine
C++
Unity
C#

Git
Perforce
Python

LANGUAGES

Native   Spanish, Galician
Proficient   English (C1)
Basic   Japanese (A1)