

ALEJANDRO FRAGA CIMADEVILA

Game Programmer



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I always saw video games as **more than just a hobby**. As a way of telling stories and awakening emotions, in which the decisions are taken by the player.

In the industry, I have worked at **Gameloft**, **Sinn Studio**, and some Indie Studios.

Graduated **with Honors** from the **Complutense University of Madrid** in the **Master in Video Game Development**, and **Computer Engineering** from the **University of Santiago de Compostela**.

My Journey

Before I completed my secondary school studies, I already knew that I wanted to develop video games. By the time I had to choose, the video game degree offer in Spain was limited and taking its first steps, so I decided to study the **Degree in Computer Engineering**. Which would be a great decision, helping me set a wider basis on development for a later focus on the video game's world.

Once graduated, I moved to Madrid to study the **Master in Video Game Development** at the **Complutense University of Madrid**, whose main goal is to specialize IT Engineers in Professional video games programming. The **Final Master Project** consisted in developing a short PC video game as part of a team of 20+ people, divided into 5 specialized departments, using **Unreal Engine** and **C++**. The final product is **Voidout**.

After completing my studies, I started working at **Gato Salvaje Studio** (a small Indie Studio) polishing **The Waylanders**. Which had been in development for almost 4 years. I implemented Steam's achievements, quests, UI improvements, bug fixes, optimizations... Everything the game lacked and we were able to get done in time, as we were just 2 programmers.

After the release of the video game in March 2022, we worked for a few months on some **unannounced projects**, but sadly, with an uncertain future for the Studio, it was time to take the next step in my career.

This next step was **Gameloft Toronto**. They gave me the option to work remotely, but I saw this as an excellent opportunity to further improve my English, learn as much as possible from my coworkers in person and travel around the globe. Consequently, I applied for a Canadian work permit and went ahead to live abroad on my own.

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

Sinn Studio, a leading XR video game company in Toronto, contacted me to join their development team to create innovative and immersive medieval-fighting experiences. I helped with the development of **Swordsman's** updates, and got assigned as main investigator of **Meta Quest Mixed Reality** (MR) technology on devices that hadn't been released to the public yet.

In this investigation, I created a demo using their **Unreal Engine 5** fork to showcase the creation of portals (into the virtual world) projected on top of the real world (passthrough). After this research was completed, we started the development of **Guardian of Realms**; the **first ever** MR combat game with full mod support.

After this fantastic experience, acquiring all this valuable knowledge along the way, I decided that it was time to move back home and work on personal (and friend) projects as the main developer. Now being a better problem-solver and decision-maker.

One of these games; **Unicorn Wars**, received a European subsidy to fund the creation of a demo. The result was shown at our **booth** at **BIG Conference** 2024, so anyone passing by could play it. It turned out to be a great success, grabbing a lot of attention, and giving us a ton of feedback watching people experience the game for the first time.

Why me?

So, now that you know me... Why should we work together?

I'm always **eager to face new challenges**, learning and improving in the process. I have great **teamwork skills**, and I immediately integrate myself into the team, as I am very social and extroverted. I am used to **self-learning**, fight against the odds, and **keep calm** when problems occur. I use **agile methodology** on a daily basis, as I love the production process and organizing in order to optimize productivity.

As I have proven multiple times, with motivation and the right tools, I will always make the **best out of my opportunities**. If you decide to give me that chance, I will show all that I'm capable of.