

Alejandro Lopez

Technical Designer & Game Programmer

Portfolio: <https://alejandrolopezdev.com>

LinkedIn: <https://linkedin.com/in/alejandrolmunoz>

Professional Summary

Passionate technical designer with **over five years of experience** in AAA game development and a strong background in programming and game design. Skilled at designing, creating and implementing solutions for online multiplayer and single-player experiences. Experienced with **C++**, **C#**, **JavaScript** and multiple game engines including **CryEngine**, **Unity** and **Unreal**. Adept at leading teams and mentoring junior colleagues, with proven ability to deliver polished gameplay features and streamline designer workflows.

Technical Skills

- **Programming languages:** C++ / C# / JavaScript
- **Game engines:** Unity / CryEngine / Unreal Engine
- **Web technologies:** HTML / CSS
- **Languages:** Spanish / English

Soft Skills

- Communication
- Time management
- Problem-solving
- Team collaboration

Professional Experience

Cloud Imperium Games – Technical Designer

Manchester, United Kingdom [Sep 2022 – Present]

- Develop single-player gameplay experiences for **Squadron 42**, defining mission logic and implementing gameplay mechanics using CryEngine and C++.
- Design, create and implement mission logic and gameplay systems for **Star Citizen**, a AAA online massive multiplayer game, using **CryEngine Custom** and **C++**.
- Lead adoption of a **core data scripting component**, coding new snippets and improving interoperability between systems to enhance designer workflows.
- Create and refine tools and refactors to improve workflows and provide new functionality for designers.
- Support major releases by implementing new mechanics, balancing encounters, and addressing critical bug fixes.

Stage Clear Studios – Game Programmer

Madrid, Spain [Feb 2021 – Jun 2022]

- Prototyped and managed the programming team for **Real Madrid CF Football Blast**, a mobile soccer card strategy game.
- Led a team of three programmers during development, successfully delivering iOS and Android versions using **Unity, C#, Photon** and **PlayFab**.
- Implemented backend services and analytics using PlayFab and Google Analytics to support live operations.

Estudio Future – Game Designer

Madrid, Spain [Jul 2019 - Dec 2019]

- Designed and prototyped VR mechanics for an unannounced game using **Unity, C#**, in-house tools and **Oculus API**.
- Collaborated on enterprise VR applications and created prototypes for gameplay mechanics.

Education

- **Programming for Games, Web and Mobile – Vancouver Film School**
Vancouver, Canada [Dec 2019 - Dec 2020]
- **Game Design Degree – U-tad**
Madrid, Spain [Sep 2015 – Jun 2019]
- **Business Expert MBA – ThePowerMBA**
Online [2021]

Selected Projects

- **Data Breaker** – Implemented player movement, a custom camera system, combat and combo mechanics, and target-lock functionality for a 3D action game.
- **Galactic Mechanic** – Developed RTS unit selection and movement systems, created UI canvases and built tools for designers to schedule time-based events.
- **Human Horizon** – Built ship controls influenced by gravity, a trajectory prediction system, character movement on curved planets, drone movement and resource-capture mechanics, and a ship inventory system.