Alejandro Garcia Lopez

Gameplay Programmer

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EXPERIENCE

Unity Developer Firescale Studios

Dec 2024 - Present

O Castellon, Spain

- · Built an in-game Cheat System that accelerated manual testing and cut QA turnaround time by 95%.
- Built localization tooling integrating Unity's Localization package, cutting iteration time by 60%.
- · Implemented a data-driven encounter system enabling scalable combat scenarios via ScriptableObjects.
- Developed core gameplay mechanics for Rise of the Overlords in a 6-person team, delivering weekly builds.

Unreal Developer

Ocastellon, Spain / Hybrid

Catness Game Studios

- Built a 100-player battle-royale in UE5; playtests with 20 concurrent players held steady below 60ms RTT.
- Migrated project from UE 5.1 to 5.3, yielding a +15% FPS gain on mid-tier PCs.
- Integrated Ultra Dynamic Weather for fully synchronized weather cycles across
- · Authored a replicated inventory system supporting drag-and-drop and quickswap actions.
- · Ported Sea Horizon to PS4, PS5, Xbox One/Series, ensuring compliance and

PROJECTS

Fractalia

Personal Project

May 2025 - Nov 2025

O Unity, HLSL

- Players explore procedurally generated fractal spaces.
- · Implemented custom raymarching algorithms in Unity shaders using HLSL to render complex geometries in real-time.

The Hidden Offering

Game Off Jam

m Nov 2024

♥ Unreal Engine 5, C++

- Created in 48 hours. Designed a narrative-stealth experience.
- Handled gameplay scripting, visual logic, and polish using Blueprints and C++.

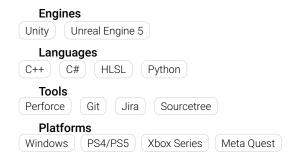


ABOUT ME

Gameplay programmer who ported Sea Horizon

to Consoles, cut QA turnaround by 95%, and boosted frame rates by 15%. Experienced in shipping weekly builds for Unity and Unreal-based multiplayer pro-

TECHNICAL SKILLS



EDUCATION

BSc, Design and Development of Videogames

Universitat Jaume I Sep 2019 - Jun 2023

Castellon

Software Engineering Concentration

Universitat Jaume I

Sep 2020 - Jun 2021

Castellon