

AITOR LÓPEZ ALONSO

Senior Game Programmer

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in [aitor-lopez-alonso-gamedev/](https://github.com/aitor-lopez-alonso-gamedev/)

HARD SKILLS

- Unity
- C#
- Godot
- Python
- PHP
- Git
- UI
- UX
- Databases
- PlayStore
- Epic Store
- Optimization
- Profiling
- Unreal Engine
- Game Design
- Computer vision
- Artificial Intelligence
- SDK Integration
- Backend Integration
- C++
- GLSL
- Java
- JavaScript
- WebGL
- OpenGL
- API Rest
- Blender

SOFT SKILLS

- Teamwork
- Mentorship Skills
- Time Management
- Continuous Learning
- Adaptability
- Problem Solving
- Research
- Critical Thinking
- Attention to detail
- Proactivity

LANGUAGES

- Spanish (native)
- Catalan (native)
- English (B2)

EDUCATION

Bachelor in Design and Development of video games

2017-2021

University of Girona

Certificate of higher education in cross-platform applications development

2017-2017

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WORK EXPERIENCE

Freelance Unity Programmer

2024 - Present

- Developed end-to-end video game solutions for clients using Unity3D and C#, from concept to deployment.
- Implemented Git workflows with Code Reviews and Pull Requests to ensure code quality and collaboration efficiency.
- Created custom development tools to streamline workflows for designers and developers.
- Optimized mobile performance, ensuring compatibility with older devices using Unity Profiler and custom optimization pipelines.
- Refactored client codebases for better scalability, modularity, and stability.

Senior Unity Programmer Maniac Panda Games

2023 - 2024

- Led release process for the project on Epic Games Store, ensuring compliance and on-time delivery.
- Mentored and supervised junior developers, improving team skill growth and code consistency.
- Collaborated with QA to identify and resolve bugs, significantly reducing release delays.
- Developed in-house tools to speed up level design and game balancing workflows.
- Implemented UI animation systems and vehicle customization features, including server-side security mechanisms.
- Enhanced gameplay mechanics to improve player experience.

Serious Game Developer GiLAB UdG

2022 - 2023

- Designed and developed serious games for medical rehabilitation using VR and AR technologies.
- Rapidly prototyped gameplay mechanics to test usability and clinical requirements.
- Implemented motion-tracking systems with OpenCV for facial expression and joint movement recognition.
- Developed 3D medical imaging tools using WebGL and Three.js for real-time analysis.

Fullstack Developer bonÀrea Agrupa

2016 - 2022

- Developed web applications to automate and streamline recurring HR department tasks, significantly reducing processing time and improving overall workflow efficiency.
- Managed and optimized large-scale databases, ensuring real-time data retrieval and high system performance.
- Developed and deployed RESTful microservices to enhance system scalability for internal applications.

HIGHLIGHTED PROJECTS



aitor.mendigames.com



[PlayStore Profile](#)



github.com/AitorFDK



My Way: Fairy Tales

- Designed game architecture and implemented the core gameplay.
- Built custom tools for asset optimization, build management, and mesh/sprite handling.
- Integrated backend systems and live operations.
- Implemented a responsive UI for all devices ensuring a correct UX.
- Optimized performance for low-spec mobile devices using profiling tools.
- Conducted code reviews and prepared technical documentation.



Com Veu Mana

- Designed game architecture and developed SDK components.
- Implemented UI components, gameplay mechanics, and AI models integration with Unity Sentis.
- Managed backend communication with LNU services to interact with the characters.
- Created demos to showcase the game concepts.
- Documented technical processes and workflows.



RacerLoop

- Led development of core systems: spaceship upgrades, free-to-play shop, inventory, UI, and tutorials.
- Managed backend integration and ensured a smooth gameplay experience.
- Led a team of 2 developers, coordinating tasks, code reviews, and deliveries.
- Managed project launch on Epic Store.



Maxi Bus

- Developed gameplay mechanics and UI for 80+ levels and challenges.
- Designed engaging levels and challenges to enhance player retention.
- Managed publishing, live operations, and backend integration.
- Implemented backend services for user data and analytics.



Back Up: The board game

- Developed gameplay and UI, including opponent AI.
- Created assets and managed publishing and live operations.



Mingo Jump

- Solo developer responsible for the entire project, from concept to release.
- Designed and implemented gameplay mechanics, procedural generation, and physics systems.
- Developed UI, sound integration, and performance optimization for mobile devices.
- Managed publishing, store assets, and live operations on Google Play.
- Developed the backend to support user rankings and user metrics.