ALEJANDRO BALAGUÉ MACÍAS

Game Developer & Designer

Phone: (+34)717715671 **Gmail:**droxgamedev@gmail.com

Portfolio:https://droxgamedev.github.io/

About me

I am a graduate in a video games design and development degree at Universitat Jaume I in Castellón working on personal projects as an indie game designer, currently with a Patreon page called Brass Dragon's Archive with homebrew content for different TTRPGs.
With each new project I try to push the boundaries of my knowledge further, constantly learning new skills and improving my knowledge of the industry as much as possible.

Experience

Game Developer - Doctors Without Borders Spain (2023)

- UI programming and Music and VFX design and programming

Student Intern - Fire Scale Studios (2024)

- Unity Editor UI Toolkit Programming for Rise of the Overlords

Creator - Brass Dragon's Archive (2026)

- Patreon page featuring content to various TTRPG, mostly D&D 5.5

Languages

Spanish: Native
Catalan: Native
English: Upper-Intermediate (B2)

Education

College Degree in Videogame Design and Development (2020-2026)
Universitat Jaume I, Castelló de la Plana, Spain

Music Education Professional Title (2014-2020)
Conservatorio Profesional de Música Maestre Feliu, Benicarló, Spain

Technical Skills

Programming Languages

C#, Python, C, Kotlin, C++, JavaScript, SQL, HTML5, CSS, Kotlin

Software

Unity, Mudbox,3DS Max, Photoshop, Blender, Autocad, GitHub, Android Studio

Main Projects

Sin Fronteras **(2023)**
Sound Direction and UI Programming. Point and Click adventure in collaboration with Doctors Without Borders Spain

Mistborn: Project Coinshot **(2025)**
Final Degree Project. Gameplay prototype of a 2d platform game based on Mistborn, by Brandon Sanderson

Heroic Gifts **(2026)**
Solo Project. A compendium of character creation options for D&D 5.5e to build characters inspired by ancient myths

Oathkeeper's Companion, a supplement for Paladin **(2026)**
Solo Project. Supplement with more character options inspired by D&D's Paladin class.