

# Alexander West

BURLINGTON, VT ♦ (845)-863-4019

ALEXANDERWEST0598@GMAIL.COM

ALEXANDERMWEST.COM

## Education

Champlain College, Burlington VT

May 2020

Bachelor of Science Degree in Game

Programming with a Minor in Mathematics

## Relevant Course Work

Senior Production

Data Structures and Algorithms

Game Architecture

3D Math & Linear Algebra

Computer Architecture

Android Development

Database Management Systems

Programming in:

Game Engines

Physics

Advanced Graphics

Artificial Intelligence

Networking

## Technical Skills

Languages and Tools:

General: Visual Studio, C/C++, C#, Python,

WPF, Java, Assembly, Git, Mercurial, SVN

Game: OpenGL, GLSL/HLSL Shaders, Unity

Engine (2D & 3D)

## Soft Skills

Exceptional written, oral, and interpersonal communication

Able to thrive in individual, collaborative, and leadership environments

Effective time management and customer service skills

Efficiently works collaboratively in cross-disciplinary teams

## Work Experience

### Advanced Programmer

Emergent Media Center

Burlington, VT | August 2019 - December 2019

- Worked in Unity to create an AR training application prototype for IT related fields
- Generalist programming for AR, networking, and application functionality
- Worked and communicated with 6 other team members

### Library Aid & Lab Monitor

Champlain College Library

Burlington, VT | February 2018 - August 2019

- Point of contact for patrons that use or have trouble with library resources
- Sort and keep track of books, both on and off shelf, using the Library of Congress System
- Troubleshoot technical problems for smooth operation of the library labs
- Clearly and concisely communicate with supervisors and student employees

## Game Projects

### Tools Programmer | Camera Shy

Team Size: 13 ♦ Spring 2019

- Participated in the creation of a 3D object hunting exploration which was built in Unity
- Developed tools to streamline development pipelines
- Diagnosed and debugged scripts to allow for smooth gameplay
- Communicated and performed scrum on a multidisciplinary team of diverse developers

### Programmer | Incarcerum

Team Size: 5 ♦ Fall 2019

- A 3D action game built in Unity where a player fights bosses alongside echoes of their past
- Created Unity scripts that functioned as the main gameplay systems
- Prototyped a vertical slice of a concept that was proposed for a larger team and scope