

Alexander Williams

10434 126th Ave NE, Kirkland WA 98033
509-263-7172 Alexander.williams@digipen.edu
www.alexgamedev.com

Objective	Seeking a Software Engineering position in the Game Industry.	
Career History	Gameplay/Tools Engineer Intern at Gazillion Entertainment on MMO Marvel Heroes doing gameplay and tools programming in C++, UnrealScript and Flash.	May 11- Aug 11
	Lead Developer at Consolidated Billing Services primarily managing and expanding medical software written in ASP, SQL and AJAX.	Jan 07- Oct 08
Education	BS in Real-Time Interactive Simulation at <i>DigiPen Institute of Technology</i>	Sep 08-May 12
	AAS in Web Development at <i>Spokane Community College</i>	Aug 04- June 06
Career Experience	Marvel Heroes – PC/PS3 – (Gazillion Entertainment) (www.marvelheroesonline.com)	
	<ul style="list-style-type: none">• Role: Gameplay/Tools Programmer.• Goal: To gain experience in many areas of programming.• I created a server-client system for viewing gameplay, VFX, and models in game. I utilized ActionScript and UnrealScript for UI programming. I implemented gameplay mission objectives, monster spawning and super powers in C++. My team used Agile with Scrum, Perforce, and code review for team collaboration.	
	Galaxy Express – PC – (9 Person Team) (www.galaxyexpressgame.com)	
	<ul style="list-style-type: none">• Role: Game Designer, Graphics/Gameplay Programmer, and Assistant Producer.• Goal: To create a PC game that is both innovative and fun.• I created a Deferred Lighting model using DirectX 9 with C++ that supported height maps, particle systems, 3ds Max models with animations, I Improved my 3DS Max and GIMP skills producing many low poly 3d and 2d assets. My team won the “Most Innovative” award in the DigiPen Game Awards 2011.	
	Mothership – Nintendo DS – (3 Person Team)	
	<ul style="list-style-type: none">• Role: Game Designer, Graphics Programmer.• Goal: To create an innovative title that used the Nintendo DS's unique hardware.• I created a 2D graphics engine in C utilizing polar coordinates.	
	Gang Wars – PC – (Solo Project)	
	<ul style="list-style-type: none">• Role: Gameplay Programmer.• Goal: Implement advanced AI programming techniques.• I implemented Behavior Trees, Fuzzy Logic, A* with terrain analysis, and Flocking.	
	Put Me Out! – PC – (5 Person Team) (www.putmeout.com)	
	<ul style="list-style-type: none">• Role: Game Designer, Graphics/Gameplay Programmer, and Assistant Producer.• Goal: To create a fun and feasible multiplayer game.• I created a graphics engine in DirectX9 with C++ utilizing shaders, particle systems, and 3D models with batching. I took lead of meetings and presentations as well as produced 90% of art and sound assets. My team won “Best Multiplayer” and “Most Addictive” in the DigiPen Game Awards 2010. Put Me Out! was the Most Played at DigiPen PAX Showcase and Audience Favorite at Euskal Showcase (2010).	
Hell's Kitchen – Android – (4 Person Team)		
<ul style="list-style-type: none">• Role: Gameplay Programmer.• Goal: Implement a fun and feasible Android game that used the accelerometer.		
Space War – PC LAN – (3 Person Team)		
<ul style="list-style-type: none">• Role: Network Programmer.• Goal: Utilize Winsock for 8-player UDP gameplay programming and TCP for in-game chat.		
Skills	Language Experience: C++, C, x86 ASM, Java, C#, ActionScript, VB, PHP, Ruby, and JavaScript. API/Tools Experience: DirectX, OpenGL, NDK, Nintendo NitroSDK, Winsock, 3DS Max, and Unreal. Graphics: Volume lighting, shadows, reflection, spatial partitioning, and portal culling.	