

Alex Hallee

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- Education** University of Wisconsin Stout, Menomonie WI (2017-2021)
B.S. Computer Science with a concentration in Game Design and Development, Mathematics Minor
- Dean's list for 2017, 2018, and 2019
 - Cum Laude Honors College Graduate
 - Overall GPA of 3.685
- Relevant Coursework** Computer Science I & II, Data Structures, five semesters of Game Design and Development, Calculus & Analytic Geo. II, Linear Algebra, Discrete Mathematics, Coding Algorithms, Game Engine Programming, Web Programming, Computer Architecture, Database Systems, Software Engineering Principles
- Work Experience**
- Glumberland, Game Developer - Remote** 7/23/21 - 1/31/23
- Learned an existing 5+ year old codebase and was able to update/expand it
 - Created brand new gameplay systems, AI, and quests for a player-run shop update
 - Was one of the main developers that did bug fixes and quality of life changes
 - Rewrote all input logic and implemented a new system to allow input-remapping and support for controllers such as the Switch Joycons
 - Frequently interacted with the community to assist with broken save files and bugs
- Barnco Entertainment, Game Programmer - Remote** 1/13/21 - 3/8/21
- Created game prototypes for a unique game platform made of multiple screens and input types such as motion capture and rotary encoders
 - Worked on and updated an input communication system that worked between multiple programs
 - Made a system that connected to an online database to store and update local scriptable objects
- Skills**
- Highly proficient in C#, moderately proficient with C++/Python/JavaScript/Java, experienced with PHP/SQL/PPC Assembly
 - 7+ years experience with the Unity engine and one year of experience with Unreal Engine
 - Comfortable with Eclipse, Visual Studio Code/2019, and Sublime Text
 - Proficient with Git (via command line, Sourcetree, and Github)
 - Experience with .NET Framework and Winforms application development
 - Familiarity with frontend development with applications and websites
- Notable Achievements**
- Worked on a game that released on multiple platforms, including PC and Switch
 - Team showcased our web game at the Intel Showcase at GDC 2020 as the representatives of UW Stout
 - Second at state and presented at nationals for Future Business Leaders of America, Game Design Category
 - Co-presented our senior game at the International Game Design Association Twin Cities meeting

Portfolio <https://alexhallee.com>