

# Alex Hallee

Neenah, Wisconsin • (920) 360-7154 • alexhalleester@gmail.com • linkedin.com/in/alex-hallee-93a223178

## 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

**Tanduo Technical Partners Inc, Lead Software Engineer - Remote**

**10/16/23 - 3/31/25**

- Project Lead and the Subject Matter Expert for a long term external client project
- Lead multiple customer meetings on a weekly basis to gather needs and improvements while also gathering feedback and providing support
- Was a contributing developer for multiple concurrent projects, both internally and externally
- Helped grow client connections and trust through good communication and quality delivery
- Participated in highly collaborative agile development with a team of developers
- Adapted quickly to learn new systems and technology for fast-paced onboarding

**Glumberland, Game Developer - Remote**

**7/23/21 - 1/31/23**

- Adapted to an complex 5+ year old codebase to find bugs and add new features
- Created brand new gameplay systems, AI, and quests for a player-run shop update
- Was the main developer behind 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

## Skills

- Highly proficient in C#/Javascript/SQL/VBScript, moderately proficient with C++/Python/Java, experienced with PHP/PPC Assembly
- 8+ 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, Bitbucket, 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>