

ALEXANDER CHARLES BRONNER

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Objective

To obtain a co-operative education experience in the field of game design and development for the Summer of 2016.

Education

Rochester Institute of Technology

Jan 2014 – May 2016
B.S. Game Design and Development
GPA: 3.44

Syracuse University

Jan 2013 – Dec 2013
Completed Course work in Mechanical Engineering

Skills

Programming/Markup Languages

C, C++, C#, Java, Processing, JavaScript, HTML, CSS

Development Software

Autodesk Maya, Adobe Photoshop, Adobe Illustrator, Visual Studio

Engines/ Frameworks/APIs

Unity, FreeSpace Open, XNA, OpenGL

Other

Ability to function within a team, assist struggling members and learn from other members.
Excellent written and visual communication skills.
Strong mathematical ability.

Experience

Team Project | Oct 2015 - Dec 2015

Lead a team to develop a competitive 2-player networked 6-axis shooter in the Unity engine. Worked with team members to ensure quality gameplay, a unified aesthetic, and functioning multiplayer.

Personal Project | Oct 2015 - Nov 2015

Used HTML5 Canvas and JavaScript to develop a system for collapsing and destroying n-gons upon player interaction. Implemented the system in a twin-stick shooter.

Team Project | Sept 2015 - Oct 2015

Worked in a team to develop a prototype for a complete board game. Designed board and card layouts, and worked closely with the team to conceptualize characters, analyze playtests, and manage asymmetrical balance.

Personal Project | Jul 2015 - Aug 2015

Used Processing to develop a complete rotating variant of Connect-4, complete with physics and win-state checking.

Personal Project | Apr 2015 - May 2015

Worked in the Unity Engine to create a complex autonomous simulation of spaceship combat, using advanced evasion, pursuit, and flocking behaviors.

Freelance Work | Mar 2015

Used Processing to develop a computer graphics program for Occupational Therapists. Application was used to quickly develop bubble sheets for developing students' small motor skills.

Team Project | Oct 2014 - Dec 2014

Worked in a team to develop a 2D stealth-puzzle game using Microsoft's XNA Framework. Engineered a tile-based movement system, managed asset and level loading, planned and implemented a tutorial sequence, and prepared the game for several demos.