Alec Grover

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Work Experience

Gameplay Software Engineer (Contract) – Unannounced Games Project, September 2022 | Remote

- Contracted to build a plug-and-play FPS module in Unreal Engine 5 with C++ to add functionality to an in-game shooting range. Produced a system implementing multiple customizable weapon classes, dynamic pickups, target scoring, impact decals and particle system effects, and more.
- Collaborated with a team of artists and designers located across 4 countries and 3 continents.
- Product was successfully delivered on time and with all requested features fully implemented.

Emergency Communications Operator – E-Comm 911, June 2017 – June 2020 | Vancouver, BC

- Functioned as the first point of contact on 50,000+ emergency calls, requiring superb communication, problem-solving, and decision-making skills in a high-pressure environment.

Education

Simon Fraser University, Bachelor's in Computer Science
September 2016 – October 2021, Area of Concentration: AI

Skills

- C++
- C#
- Unreal Engine
- Unity
- SQL
- Python

- Java
- Android
- Perforce
- Git
- Visual Studio
- IntelliJ / JetBrains IDEs

Recent Project Experience

Liar's Handshake, *social deduction web game using the Destiny API [In Development]*

- *Highlights:* Built with Python, JavaScript, SQLite, and HTML/CSS as an exercise in Client-Server communication and real time database interaction.

Recharge, *arena shooter [In Development]*

- *Highlights:* Built in Unreal Engine 4 with C++, inspired by both classic arena shooters like Quake and modern velocity shooters like Titanfall, Recharge is a head-to-head FPS with a twist. The winning player in a duel respawns. Designed to help develop multiplayer programming skills.

A Dark Room, *3D escape room puzzle game for Black and White Jam #8 [May 2022]*

- *Highlights:* Built in Unity with C#, A Dark Room only uses purely black and white colors. In addition to the engineering work, the game includes my own 3D models, sound, music, and art. Fully designed, built, tested, and completed in 4 days.

Race Engineer Simulator, *2D racing management simulator [February 2022]*

- *Highlights:* Fully shipped title released on Itch.io in February. Built in Unity with C#, *RES* is a unique take on the racing genre in which you don't control the driver. Featuring a strategy-based race simulation and a fully custom opponent AI, *RES* is my personal passion project. Reinforced game development and game design fundamentals while shipping a full title.