

OBJECTIVE:

Creative Video Game Developer with experience in Unity Engine programming, website creation, and 3D modeling. Able to adapt and work successfully whether in a team or individual setting.

FAVORITE GAMES:

- Fortnite
- The Legend of Zelda series
- The Metal Gear series
- Genshin Impact
- Pokémon
- Interested in most games relating to Nintendo or PlayStation.

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EDUCATION:

B.S. of Computer Science

University of Wisconsin-Milwaukee

Expected to Graduate May 2022

GPA: 3.262

2018 – 2022

Alexander Vue

Game Developer

PROJECTS*2021: Restaurant Rampage Game*

- Made with the Unity engine
- Designed over 20 3D models from cooking appliances to food items using Maya
- Wrote C# scripts for cooking, spawning, and moving food items

2021: Graphic Design Zine

- Fantasy themed portfolio created using Photoshop and Illustrator
- Used advanced techniques such as pen and brush tool
- Contains original designs made with Illustrator utilizing the live paint tool

PROGRAMMING LANGUAGES

- C/C#
- Java
- JavaScript/HTML/CSS
- Python
- Django

SKILLS

- Great time management and clear communication
- Effective presenter for public speaking and group meetings
- Proficient at prioritizing and follows through with plans
- Debugs and tests code frequently for understanding

NOTABLE COURSES

- 3D Graphics/New Media (Unity Programming)
- Data Structures and Algorithms
- System Programming
- Game Culture

AWARDS

- Dean's List (2018 – 2019)
- Student Excellence (Game Culture)