

Alex Advani

Unity Developer

A determined, passionate developer with experience creating 2D/3D gameplay systems, working with physics, implementing UI and adapting projects for multiple platforms. I have worked with Unity and XNA/MonoGame and am always ready for new challenges.

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WORK EXPERIENCE

C# Web Developer

Clever Digit Media [🔗](#)

Melksham, Wiltshire

<https://www.clever-digit-media.co.uk/>

Responsibilities

- Maintained websites hosted by the company.
- Diagnosed problems with websites and automated email server functionality.

News Writer

Final Fantasy Union [🔗](#)

Remote

<https://www.finalfantasyunion.com/>

Responsibilities

- Balanced workload of finding stories, writing and sourcing images/videos for a final piece.
(<https://www.finalfantasyunion.com/news/2093/final-fantasy-versus-xiii-might-be-cancelled/>) [🔗](#)
- Collaborated with other remote team members on current news and discussed the state of site's community.
- Worked with the site editor to plan out the upcoming month, especially near big events (E3, Gamescom, etc)

EDUCATION

BSc (Hons) Computer Games Development

University of Bedfordshire

09/2012 - 07/2015

Second Class - Upper Division

A Levels

Kingdown Community School

09/2010 - 06/2012

Courses

- Maths (A)
- Further Maths (B)
- ICT (Distinction)
- AS Physics (C)

SKILLS

C# (Unity, XNA / MonoGame)

Web (HTML5, CSS)

XML

JSON

Version Control (Github, TortoiseSVN)

Time Management (Trello, Notepad)

Collaboration (Slack, Zoom)

KEY PROJECTS

A Forgetful Loop [🔗](#)

- Contract - Additional Programmer / Tester
- Remote Work
- Implemented a extensible Tooltip system (works with both world and UI objects), a Credits generator that converts a .txt file with tags and worked on the Settings menu screen.
- Also participated in full game playtesting and bug reporting.

Cyberangel: Last Hope [🔗](#)

- Sole Developer
- A Platformer with a focus on fast movement and intense action.
- Includes a fully featured movement system, gunplay and a customisable loadout. (4 weapons)
- Fully featured demo with 4 stages featuring a tutorial, an area to explore all of the player's movement abilities and a test mission with a time trial and score challenge with combo functionality.
- Features 2D skeleton animation, a dynamic 2D camera, controller support with rumble, remappable controls for all control methods, object pooling and a save system.

Digital Desperado [🔗](#)

- Programmer (Level Generation) as part of a small team of four.
- A quick level-based FPS with a bold art style, made as part of my 3rd year studies at University.
- Developed level generation feature which utilises XML files to create level objects as well as store a leaderboard for times made on that level.

INTERESTS

Gaming (Particularly Platformers, FPS's and RPGs)

Movies

Books

Drawing & Digital Art

Walking (Around parks and the neighbourhood, anywhere that gives me a clear space to think)