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.

✉ penguinalex1@msn.com 📱 07484 869733

📍 Warminster, United Kingdom 🌐 alexadvani.github.io

in linkedin.com/in/alex-advani ○ github.com/alexadvani

WORK EXPERIENCE

C# Web Developer
Clever Digit Media ↗

12/2019 – 12/2019   *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.

Sales Assistant
One Stop Retail Stores ↗

05/2017 – 07/2019   *Warminster, Wiltshire*
https://www.onestop.co.uk/

Responsibilities
- Served customers and maintained the store by restocking shelves and tidying.
- Was trusted with counting end of day till floats and closing the store.

News Writer
Final Fantasy Union ↗

05/2010 – 07/2013   *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

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.

Ascender ↗
- Gameplay Programmer as part of a team of five.
- A small, slow-paced deliberate Platformer and a light mechanic, made for Global Game Jam 2014.
- Programmed a Platformer Controller from scratch using Unity's 2D physics system in 48 hours.
- Collaborated with an artist to implement character animation.

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)