

Alexander Lee

Software Engineer

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Experience

PopReach Games

Sept 2021 - August 2023

Intermediate Unity Developer

- Inherited and improved animation system using Animancer resulting in a more organized workflow.
- Used profiling and optimization techniques to enhance the game's frame rate and overall gameplay experience.
- Worked with Photon Fusion to add networking functionality to several features in the game.
- Implemented system for character skill trees to allow players to customize the way they want to play.
- Integrated controller support, ensuring functionality and compatibility with various controllers
- Symbolicated, analyzed and diagnosed game crashes for the team to resolve issues.
- Resolved bugs efficiently and within an appropriate amount of time.
- Collaborated with designers/artists/programmers to ensure timely resolution of issues.
- Worked well independently while respecting work processes.

Pocket Pinata Interactive

Nov 2020 - July 2021

Software Engineer (SDE1)

- Improved game's buying and selling system by integrating Cloud Firestore for its database
- Worked in a small team to design, build and ship a browser game from scratch.
- Leveraged knowledge in Unity, backend experience with Playfab, system design and programming in Typescript using Cocos Creator.

Side Projects

Crawling Dungeons

Android/Browser Game

- Turn-based mobile and browser game developed in Unity and C#
- Integrates a data-driven approach to easily modify values in the game.
- Added tools for designers to easily create enemies or levels.
- Released the game on the android store as well as online on the itch.io game library.

Key Skills

Languages:

C#

C++

Python

Typescript

Javascript

Engines:

Unity

Unreal Engine

Cocos Creator

Software:

Git

Playfab

Photon Fusion

Jenkins

Skills:

Problem-solving

Profiling

Debugging

Networking

Async Programming

Reactive Programming

Education

School Creative – Vancouver, BC

Video Game Programming -

Sept 2017 - Sept 2018

Interests

Cooking

Music

Board/Card Games

League of Legends

Final Fantasy XIV