

# Alexander Lee

## Software Engineer

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### PROFESSIONAL EXPERIENCE

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#### PARALLEL STUDIOS

Vancouver, BC

##### Software Engineer

Oct 2024 - June 2025

- Engineered scalable systems to meet the technical constraints of both mobile and PC platforms
- Delivered concise, well-tested fixes to bugs, maintaining code clarity and long-term maintainability
- Developed settings menus to support player customization and accessibility across multiple platforms.
- Crafted front-end screens that showcased core gameplay elements, improving user understanding and engagement.

#### REVOLVING GAMES INC.

Vancouver, BC

##### Front-End Unity Developer

Oct 2023 - Oct 2024

- Developed crucial user interface menus for both system functionality and player interaction
- Enhanced gaming experiences by incorporating additional features into the menu interfaces
- Engineered user-friendly features for designers to seamlessly interact with the map editor
- Transformed back-end data into actionable insights for players, enhancing in-game visibility and usability
- Resolved front-end issues impeding players from performing specific actions within the game

#### POPREACH GAMES

Vancouver, BC

##### Intermediate Unity Engineer

Sept 2021 - August 2023

- Inherited and improved animation systems 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 systems 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

Vancouver, BC

##### Software Engineer (SDE1)

Nov 2020 - July 2021

- Improved games 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

### ADDITIONAL INFORMATION

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- Languages: C#, C++, Python, Typescript, Javascript
- Software: Unity, Unreal Engine, Cocos Creator, Git, Playfab, Photon Fusion, Jenkins
- Skills: Problem-solving, Profiling, Debugging, Networking, Async Programming, Reactive Programming