

# Alex Donisthorpe

## Gameplay Programmer

Portfolio: <https://alex.donisthorpe.me/>  
Github: <https://github.com/AlexDonisthorpe/>  
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## Summary

I am a career penetration tester seeking to change careers into games programming. I have experience developing games for both solo projects and for game jams within a team, using **Unity (C#)**, **Unreal (C++)**, and **SDL2**. My work has also afforded me with the capability to integrate quickly and easily into a variety of development teams and their associated source control systems.

## Experience

ScoreSpace Jam #12 | Team Size: 2 | MARCH 2021

### **Orbz** – *Lead Programmer (Unity/C#)*

- Developed the core gameplay loop
- Created the UI & scene management functionality
- Implemented Wwise callbacks to manipulate in-game objects

GameJobs Live Spring Jam | Team Size: 5 | FEBRUARY 2021

### **Polar** – *Programmer (Unity/C#)*

- Implemented all of the obstacles within the game and associated functionality
- Implemented the checkpoint system
- Created the UI & scene management functionality

## Work

NOVEMBER 2019 - PRESENT

### **Outpost24, WFH** – *Security Consultant (Senior)*

- Security assessments of web applications & APIs
- Configure the automated scanner on a per application basis (LUA)
- Manage Jira tickets for customer issues and provide educated guidance on technical issues related to the assessed web applications

MARCH 2016 - NOVEMBER 2019

### **Outpost24, WFH** – *Security Consultant (Senior)*

- Penetration tests of software & network infrastructure
- Manage Jira tickets for customer issues and provide technical guidance related to security vulnerabilities

## Education

SEPTEMBER 2011 - JULY 2015

**University of the West of England, Bristol** – *BSc Computer Security (Hons) 1:1*