Alexander Meuer

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I am currently studying Computer Games Development in the Institute Of Technology Carlow, and I am seeking six months work placement as part of my course from March 2015.

I strongly encourage you to take a look at my website and github account.

Languages, IDEs and technologies I am proficient in:

- **C/C++**
- **Git**
- **SFML & XNA**
- **Visual Studio**

- **C#**
- **Python**
- **Linux**
- **Eclipse**

- **Java**
- **C++ OGRE**
- **Unity3D**
- **IntelliJ**

Education

BSc (Hons) Computer Games Development

Institute Of Technology, Carlow   2012 - 2016

Examples of modules taken include:

- Applied Physics
- Human Computer Interaction
- Data Structures & Algorithms
- Web Development & Databases
- Software Engineering for Games
- Computer Architecture

Sponsored by Microsoft, my course focuses on the efficient development of video games from the inception phase to the completed product. A strong focus on agile development and a respect for software engineering is upheld throughout the course.

Projects make up a large part of the third year course, these projects must include thorough documentation throughout each iteration of the development cycle. This documentation includes UML diagrams, design documents, class diagrams etc. Students are encouraged to use aspects of the Scrum framework for any project they undertake.

<u>Extra-curricular:</u>

Won "*Best Windows Phone Game*" and "*Best In Visual Engineering*" in Games Fleadh 2014 competition (an annual Irish Game Development convention). We used Unity3D alongside the Dive (similar to Oculus Rift) to make a virtual reality game for the Windows Phone platform. I used my skills in graphic design to develop the art assets for the project. I particularly enjoyed working with new technologies and quickly assessing how we would implement our game on the Dive. This required a lot of thought on how the player would interact with the world using the headset. This was a perspective on game design we were unfamiliar with so it was an important milestone for me.

Placed 3rd in the Games Fleadh Robocode tournament 2013. We programmed a virtual robot to fight other teams' entries in an arena using the Java programming language. From this I learned a great deal about algorithm design and A.I development, along with knowledge of the Java Virtual Machine.

Took part in the Global Game Jam 2014. As a group of 3 we developed a simple platform game (called "Blink") to run on Windows. The project totalled 48 hours from inception to completion. I learned a tonne about the agile approach to development, with coding sprints lasting 2-3 hours and rapid iterations (one every 6-7 hours).