

Alexander McTernan

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Currently I am attending Algonquin College to gain skills in Game Development, and I would like to secure a challenging and exciting position when I finish the program. Before continuing my education, I have worked as a team member at Canadian Tire for over 5.5 years.

EDUCATION:

Game Development Program, Algonquin College - September/2021 – Present

- Dean's Honours List.
- 2 years of training using C++ programming.
- 1 year of training working with the Unreal Engine.
- 6 months of training working with the Unity Game Engine
- 1 year of training building a Game Engine using Open GL.
- 1 year of training using Git.
- 1 year of training using Adobe Photoshop and Illustrator.
- 1 year of training using 3DS Max modelling software.

Highschool diploma, West Carleton Secondary School - June/2015

- Ontario scholar, Honour roll.

WORK EXPERIENCE:

Algonquin College – September/2023 – Present

Program Assistant

- Assisting students in learning how to program in C++.
- Debug other students' code.
- Explaining the logic behind certain elements of programming and how to approach their projects more effectively.

Canadian Tire - November/2015 – August/2021, May/2023 - Present

Sales team member/ Promotions team member/ Cashier

- Experience in operating Point of Service systems to complete cash and credit transactions including purchases and returns.
- Picked and replenished sales floor merchandise and organized shelves, racks, and bins for optimal appearance.
- Experience operating machinery, such as WAVE lift and power pallets.
- Experience prioritizing tasks for our team with no predetermined instructions.
- Ability to work independently to complete tasks.
- Ability to assist customers in a kind and concise manner.

SKILLS AND EXPERIENCES:

- Experience in project management, for a school project I lead our team in developing a 3D game in Unreal Engine. The development tools used were Trello and Git.
- Experience in C++ and OpenGL programming to create a game engine in Windows.
- Becoming familiar with web development languages such as HTML and CSS while building a portfolio website.
- Building multiple small projects in using the Unreal Engine and adding networking capabilities into to support more then one player.
- Ability to work effectively both independently and as a team member.
- Ability to sufficiently prioritize my workload while working under pressure.
- Ability to adapt quickly according to my environment.
- Ability to problem solve and think critically.