Alexander McTernan

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PROJECTS:

Project abyss (Unreal Engine 5)   **Found at: https://projectabyss.ca**

(School Project) Gameplay Programmer, Communications Contact

- Implemented optimized gameplay elements including controller support, movement elements, AI state machines and networking capabilities in the Unreal Engine.
- Created and maintained the required documentation to facilitate the project for the rest of the group. This includes, but is not limited to, MDDs, TDD and QA testing suites.
- Performing as a Scrum Master and assigning tasks for the 14 person team to complete each sprint, while maintaining detailed Meeting Minutes.

Reboot Runner (Unity 3D)   **Found at: https://crazycreature24.github.io**

(Game Jam) Gameplay Programmer, Level Designer, Game Designer

- Implemented functionality of the 3D First-Person Player Movement and Camera logic, Basic UI programming, Level Management (Meaning transfer between Scenes and resetting levels on fail), and various powerups.
- Owner of the original concept and lead the team of 3 through the weeklong development.
- Designed multiple levels in the title that showcase all the game's mechanics in interesting ways.

Cable Justice (Unreal Engine 5)   **Found at: https://crazycreature24.github.io**

(First School Project) Gameplay Programmer, Project Lead

- Implemented all player logic including movement, pickup/drop and throwing of objects.
- Implemented multiple comprehensive Module Design Documents.
- Practiced the role of Project Lead by delegating tasks to the team of 7, assessing project scope, and facilitating project documentation such as the Game Design Document.

WORK EXPERIENCE:

Algonquin College – September/2023 – Present (Casual)

Program Assistant

- Facilitating students' mastery of C++ programming and enhancing their debugging skills.
- Clarifying the reasoning underpinning various programming concepts while providing strategic guidance for tackling projects with greater efficiency.

Canadian Tire - November/2015 – August/2021 (Full Time), May/2023 – Present (Casual)

OTHER SKILLS AND EXPERIENCES:

- Experience creating small Game Engines using C++ along with either OpenGL, BGFX, or DirectX12.
- Experience in Unit Testing (In both Unreal Engine and other C++ projects).
- Experience in programing practices such as Multithreading, Templating, Object Pooling, and the Entity Component System.
- Becoming familiar with the C++ Boost Library.
- Becoming familiar with web development languages such as HTML and CSS while building a portfolio website.
- Ability to work effectively both independently and as a team member, and sufficiently prioritize my workload while working under pressure.

EDUCATION:

Game Development Program, Algonquin College - September/2021 – Present (Expected April 2024)

TECHNICAL PROFICIENCIES:

- **Languages and APIs:** C/C++, C#, GLSL, HLSL, HTML, CSS, OpenGL, DirectX12, Box2D, Unity/Unreal SDK's.
- **Development Tools/Software:** Visual Studio, Git, Jira, Trello**,** 3DS Max, Unity 3D, Unreal Engine, Adobe Suite.
- Practicing the Agile development methodology.