

Alexander McTernan

Woodlawn, ON, K0A 3M0, Canada – Home: 613-832-3618, Mobile: 613-668-5969

Email: Alex.mcternan3618@gmail.com Website: <https://crazycreature24.github.io>

TECHNICAL PROFICIENCIES:

Languages: C/C++, C#, GLSL, HLSL, HTML, CSS

APIs: OpenGL, DirectX12, Box2D, Unity SDK, Unreal SDK

Game Engines: Unity 3D, Unreal Engine

Platforms: Windows

Development Tools/Software: Visual Studio, Git, Jira, Trello, 3DS Max, Unreal Editor, Unity Editor

Practicing the Agile development methodology

EDUCATION:

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

Current GPA: 3.76

Relevant Coursework:

- Over two years of comprehensive training and skill development in C++ programming.
- Over one year of intensive training and hands-on experience with the Unreal Engine.
- Six months of intensive training and practical experience with the Unity Game Engine.
- Over a year of specialized training in developing a game engine utilizing OpenGL and DirectX12.
- Over one year of dedicated training and practical experience in version control with Git.
- One 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

- 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, 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.
- Ability to work independently or with a team to complete tasks.

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 than 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.