

# Alexander McTernan

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

Email: [Alex.mcternan3618@gmail.com](mailto:Alex.mcternan3618@gmail.com) Website: <https://crazycreature24.github.io>

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## **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: 3.79

Relevant Coursework:

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

**Highschool diploma, West Carleton Secondary School - June/2015**

- Ontario scholar, Honour roll.

## **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.

**Astral Water Interactive – September/2023 – Present (Expected April 2024)**

Gameplay Programmer, Communications Contact (School Project)

- Implemented optimized gameplay elements including, but not limited to, controller support, movement elements, 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 during team meetings and assigning tasks for the team to complete each sprint.

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

Promotions team member/ Sales team member/ Cashier

- Experience in operating Point of Service systems to complete cash and credit transactions including purchases.
- 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.

## **SKILLS AND EXPERIENCES:**

- Experience in project management, having either solely led or assisted in leading teams for the development of multiple 3D games in Unreal Engine during school projects. I utilized various development tools such as Trello, Jira, 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.
- Ability to work effectively both independently and as a team member, and sufficiently prioritize my workload while working under pressure.
- Ability to adapt quickly according to my environment.