

DEREK ALEXANDER

Enthusiastic programmer eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Clear understanding of SCRUM development style and object oriented programming and always wanting to learn. Motivated to learn, grow and excel in the software development field.

Education

2014-08 - 2020-05 **Associate of Applied Science**
Northwest Vista College

Work History

2019-10 - Current **Supplemental Instructional Leader**
Alamo community college - Northwest vista, San Antonio, TX

- Tutor students in C++, Java, C#, and Unity game engine.
- Reinforce any lack of understanding on basic programming concepts.

Certifications

Certificate, Occupational skills award C++ earned at Northwest Vista College 2018

Certificate, Occupational skills award java earned at Northwest Vista College 2019

Certificate, level 1 Windows programming earned at Northwest vista 2018

Accomplishments

Quarantine Game Jam – April 2020

In a team of two, another programmer and I created a 3D top-down god game receiving second place. The

Contact

Address

San Antonio, Texas, 78228

Phone

(210)-900-8172

E-mail

derekw.alexander@gmail.com

LinkedIn

<https://www.linkedin.com/in/derek-alexander-475856181>

WWW

<https://derekalexander.github.io>

Languages

C++



C#



Java



Python



MySQL



Software

Visual Studio



GitHub

design for the game was a God game with AI that tried to escape their island to go to a group island so they could party together. While the god player could use different powers to slow their progress until the time ran out. Our expanded goal was to change the AI out with players to have asymmetric gameplay between the god player and escapees. A few systems we created to do this was:

- An AI that could: (search, collect, build, and navigate).
- An interface for the god powers.
- A top-down camera that felt good to the player with a mini-map included.

The project was made in Unity over the span of a week. During this time, we both worked at our normal jobs during the week. We learned quickly to balance our work and free time to gain as much development time as possible.

Global Game Jam – January 2020

In a team of three, two artists and I created a 2D platformer game in 48 hours winning third place at our game jam site. All programming was done by me the systems made for the game were: movement, fighting AI, dialog, and camera cut scenes. After 20 hours of non-stop working, I learned how to work efficiently and with a level head; despite how stressful the situation was.

Game Simulation Group Project - spring 2019

In a team of seventeen we came up with our own game idea and developed it over a semester using unity as our game engine. As a team we had scrum meetings two times a week. My role the class was one of the two programmers my focus was on the interaction systems between the player and our AI. I also handled the request from the artists.

Game Development with C++ - spring 2018

Developed a clone of the 1980s game Arkanoids over a semester in a team of four. The project was made in C++ where we wrote our own game engine to handle interfacing with DirectX9 to meet our end goal game idea. Overall the project was a success and we completed all goals and features set by our professor.

Unity Engine



Unreal Engine



Skills

Data structure



Object Oriented programming



Source control software



Database



Scrum



Automated testing



Ability to adapt to new technologies



Team player



Self-motivated



Communication skills

