

Alec Pura

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📍 Mililani, HI, 96789

🌐 [My Portfolio Website](#)

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Skills

- **React** ⚛️
- **Express** ex
- **MongoDB** 🍑
- **Node** 🟩
- **Javascript** js
- **HTML** 📄
- **CSS** 🎨
- **VSCode** 📄
- **Github** 🐙

Interests

- **Game Development**
- **Video Production**
- **Game Modding**
- **Competitive Gaming**
- **Sci-fi Literature**
- **Foreign Media**

Work History

Accounts Payable Scanning Clerk

Hawaiiana Management company
(Honolulu, WA)

June 2021 – July 2023

- Performed clerical duties and financial document archival

Customer Service Representative

Strange Loop Games
(Seattle, WA)

March 2018 – June 2019

- Troubleshooted user account issues and in-game technical issues
- Engaged in quality assurance, game stability testing, and new system testing for the game

Summer Hire (Office Automation Clerk)

Department of the Navy (Pearl Harbor, HI)

July 2015 – August 2015

- Developed scripts (Git, Jenkins Continuous Integration) to automate packaging and deployment of devops builds
- Co-authored scripts for a bot (Hubot) to let devs begin build processes through a chat program (Let's Chat)

Self-Taught Projects – The Odin Project Curriculum

Touhou Memory Card Game

Browser-based memory game where the goal is to never pick the same “card” twice.

- Written with React, published on the Vercel platform
- Works on mobile and desktop
- <https://memory-card-gamma.vercel.app/>

Blog API

Full REST API for a mock blogging website, with two frontends (one for users, one for the admin) and a backend.

- Backend written with Express, data stored via MongoDB
- Frontends written with React
- Published on fly.io
- <https://github.com/GophTheGreat/Blog-API>

Knight Travails

Interactive tool that finds the shortest route a chess knight has to take to reach any point on the chess board.

- Written with React, published on the Vercel platform
- Polished graphical user interface.
- <https://gophthegreat.github.io/knight-travails/>

Members Only

Anonymous message board with elements only visible to registered members. Unregistered users may view, registered users may post, and administrators can post and delete messages.

- Written with Express, published on the fly.io platform, data stored via MongoDB
- Uses passport (local) to handle sessions and accounts
- <https://members-only-goph.fly.dev/>

Personal Projects

Speedrun Community Leader (08/2020 – 11/2022)

- Organized, competed with, and spearheaded a group of speedrunners for the game "Hardspace: Shipbreaker". Produced videos, hosted events, and acted as community liaison between the group and the developers of the game. Occasionally collaborated with the devs to provide marketing material for the game.

Video Game Mod Creator (07/2020 – Present)

- Built and published several custom ships for the game "Barotrauma", many of which reached "most popular" status and one of which reached 12,000 downloads.
- Published mini-mods for the game "Warhammer 40,000: Gladius" which optionally improve on quality-of-life aspects of the game.

Education

Bachelor of Science in Computer Science and Game Design

Digipen Institute of Technology

September 2012 – May 2014

Course Highlights

- C, C++, Board Game Design, Digital Game Design, Linear Algebra, Analytic Geometry

Bachelor of Science in Computer Science

University of Hawaii at Manoa

September 2014 – December 2016

Course Highlights

- Introduction to Computer Science (Java), History, Chemistry