

# Alex Pawelko

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/Notoh  
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notoh.dev

## Skills

**Languages** C++, Java, C, C#, GLSL, Kotlin, TypeScript, x86 Assembly, Lua, JavaScript, Scala, Groovy, Python, HLSL  
**Technologies** OpenGL, Unity, Unreal, Spring, Express, Netty, MongoDB, SQL, Gradle, Jenkins, Maven, Git, Node.js

## Work Experience

### Tactic Studios

Remote | Sep. 2023 - Dec. 2023

Game Programmer

- Worked on upcoming third-person shooter title published by Square Enix for all platforms.
- Programmed gameplay, user interface, and networking features in **Java** and **C++** in proprietary engine.
- Collaborated closely with fellow programmers, artists, producers, and the publisher to make a great game!

### Eden Industries

Remote | May 2022 - Aug. 2022, Jan. 2023 - Apr. 2023

Game Programmer

- Programmed 2D and 3D graphics and shaders for upcoming titles on all major platforms in **C++** and **GLSL**.
- Implemented and debugged gameplay mechanics using **C++** within **Unreal** and in-house engines.

### Podcrash

Remote | Apr. 2021 - Jul. 2021

Software Development Lead (full time)

- As part of rebrand of Podcrash+ project, programmed new user interface in **Java** and **GLSL** with **MiGLayout**.
- Wrote **Gradle** plugins in **Kotlin** as part of integrating Podcrash Play build pipeline with **Jenkins CI**.
- Developed localization and string caching system for Podcrash Play game client in **Java**.

Software Developer (part time)

Remote | Aug. 2020 - Apr. 2021

- Implemented **OAuth2** single sign-on backend in **TypeScript**, **Express**, and **MongoDB** to meet account needs.
- Co-developed game data microservice in **Java** and **Kotlin** with **Netty**, **Redis**, and **PostgreSQL**.
- Programmed server-side game logic for game release using **Java** and **PostgreSQL**.

## Projects

### BetterMP

Apr. 2018 - Jul. 2021

- Gaming client for Minecraft, featuring performance optimizations, statistics, support for competitive tournaments, quality of life features, and a personal cosmetics system.
- Initially a personal project, acquired by Podcrash as Podcrash+/Play after reaching over **250K** downloads.
- Technologies: Java, OpenGL, Kotlin, C, JNI, Git, Dagger 2, OW2 ASM, Netty, TypeScript, Electron, MySQL, JOOQ

### Hagnus Miemann & badchessengine

Mar. 2020 - Present

- Two of the strongest chess-playing programs ever made, ranked at ~**200th** and **432nd** in the world.
- Technologies: C (BCE), Universal Chess Interface (BCE), Python (BCE), C++ (HM), X11 (HM)

### Beyond Skyrim

Jul. 2017 - Aug. 2020

Implementation Developer

- Mod project for Skyrim, adding hundreds of hours of expansion-quality content with over **10M** downloads.
- Responsible for implementing and scripting gameplay mechanics.
- Worked alongside over one hundred other developers in Agile environment.
- Technologies: Papyrus, C++, C#, Git, Creation Kit, xEdit, Qt

## Education & Certifications

### University of Waterloo

Sept. 2021 - Apr. 2026

Candidate for Bachelor's of Mathematics, Pure Mathematics & Comp. Sci.

Faculty GPA: 97%

### Oracle Certified Associate/Professional

Apr. 2017/Mar. 2018

Java SE 8 Programmer I & II