

# ALEX SMITH

## Gameplay Programmer

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## SUMMARY

Proactive and long-winded gameplay programmer with expertise in C++, Unreal Engine, and fundamentals in several scripting languages. In-depth knowledge of game mechanics, AI behavior, physics, and multiplayer frameworks. Familiar with optimizing and cleaning code, bug fixing, and collaborating with cross-functional teams using CI/CD tools.

## WORK EXPERIENCE

### 08/2021 - 09/2023 • Undergraduate Research Assistant

Wichita, KS

#### CETARL Project Education for All

<https://www.wichita.edu/research/cetarl/>

Responsible for creating a game-based platform for refugee learners, assisting in developing curriculum content for the game, and beta testing the educational platform.

- Formulated 4 science-based modules covering key topics in the solar system, physics, ecosystems, and human body, educating a diverse audience through interactive content
- Designed and integrated quest lines, photo-taking features, and a character customization system with 7 main configurable features, adding in-game depth and player engagement
- Completed a demo presented at an exhibition attended by 200+ participants and interacted with by 20 refugee learners to gather feedback
- Collaborated with 3 professors from diverse fields, such as Linguistics, Engineering, and English, to enhance gameplay through expert insights and interdisciplinary input

### 05/2022 - 06/2022 • App Developer

Manhattan, KS

#### Hatchet Axtion

<https://www.hatchetaxtion.com/>

Designed and implemented a user-friendly mobile application for a local axe-throwing business.

- Crafted a scoreboard feature that incorporates five game modes and a player roster system for up to 10 people
- Achieved 16,000 impressions, selling over 100 units on the Apple Store in the first year
- Conceptualized, prototyped, and launched the app within 1 month deadline, meeting the specific requirements of a local business

## PROJECTS

### Droplette

05/2023 - Present • Manhattan, KS

Led the development of core gameplay features for an interactive puzzle-platforming adventure, also contributing in rigging, animation, and UI design.

- Developed mechanics for four main player abilities crucial to puzzle solving
- Directed a team of 5 responsible for concept art, music, shaders, and gameplay
- Prototyped interactive mechanics for anti-gravity ramps and suction pipe splines in levels
- Created a boss challenge to test the player's mud ability from earlier gameplay
- Optimized and debugged player and boss mechanics to deliver a polished final product

### Ocarina of Time in Minecraft

05/2013 - 11/2021 • Great Bend, KS

A recreation of The Legend of Zelda Ocarina of Time using Minecraft Java Edition.

- Implemented over 30 items used in combat and gameplay elements, including the hook-shot and boomerang
- Scripted 10 bosses and over 70 enemies that build and iterate upon the player's previous combat experiences
- Devised alternative gameplay methods that preserved core elements of the original experience such as the magic and currency systems
- Earned over 23,000 downloads in the first year and a Discord server with over 1,000 members

## SKILLS

Unreal Engine 4/5

Unreal visual scripting

C++

C#

Python

Github

Maya

Animation

## EDUCATION

### 08/2020 - 05/2023 • Bachelor of Applied Arts, Game Design Concentration

Wichita, KS

#### Wichita State University

GPA 3.95 / 4.0

- Double Majored in Media Arts and Animation
- Graduated in 3 years while retaining GPA