Alexander G. Lawrence

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EDUCATION

Rochester Institute of Technology   Graduated May 2023
Game Design and Development (BS), Minor in Creative Writing
Summa Cum Laude
Cumulative GPA: 3.8

SPECIALIZED SKILLS

Languages: C#, C++, Java, JavaScript, Microsoft T-SQL, OpenGL, HTML/CSS,
Tools/Game Engines: Unity, Unreal, Photoshop, Figma, Microsoft Visual Studio, Maya, Monogame, DirectX11
General Skills: Communication, Debugging, Object-Oriented Programming, Critical Thinking, Task Management, Leadership, Relational Databases, Git/GitHub, Data Structures, SVN, UI/UX, Level Design, Creative Writing,

PROJECTS

Doots Never Die (Academic)   September – November 2021
- 2D top-down "Shooter" made in Unity.
- Crafted enemy behavior that makes choices depending on proximity to player.
- Worked on pathfinding and enemy movement to balance the threat to the player.

The Heist (Personal/Academic)   January 2023 – Present
- Skyrim mod created with Skyrim Script Extender – through use of the creation kit.
- Worked on quest scripting in engine and in external Papyrus fragments.
- Determined NPC Behavior such as Dialogue and Combat triggers, to make the NPCS feel alive.
- Link to download page for mod (Over 1200 downloads)**:**
  https://www.nexusmods.com/skyrimspecialedition/mods/89797

Wilderwood (Personal/Academic)   January 2023 - Present
- 3D Collectathon made in Unity/C#, developed for Android.
- Lead UI Design/Development: hands-on work with inventory systems and menu behavior.
- Team development role building communication and leadership skills.

Portfolio (Includes more general academic projects, made from scratch in HTML/CSS)
- **https://people.rit.edu/agl5144/Portfolio/index.html**

EMPLOYMENT

RIT Entrepreneurial Internship   January – June 2022
- Worked on "Roc AR: A Tiger's Tale", an AR/Geolocation application through RIT.
- Used MapBox to create a real-time AR rendition of downtown Rochester the player can explore.
- Worked with Unity engine UI to create a living inventory that updates as the player progresses through the game.
- Built interpersonal skills and best practices through hands-on experience with development process.

3M HIS – Data Engineer Internship   June – August 2022
- Wrote back-end groovy scripts to automate certain aspects of Jira production environment.
- Used SonarQube to scan for issues in production code and create Jira tickets to resolve them.
  - Created an export process involving use of a back-end database and the SonarQube Rest API.
- Refactored QA tests to align with best practices and participated in professional code review.