

Alexander G. Lawrence

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EDUCATION

Rochester Institute of Technology

Game Design and Development (BS), Minor in Creative Writing

Summa Cum Laude

Cumulative GPA: 3.8

Class of May 2023

Freedman Design Institute

Design Foundations - Certification of Excellence

Class of December 2024

SPECIALIZED SKILLS

Tools/Game Engines: Unreal, Unity, Microsoft Visual Studio, Figma, Photoshop, DirectX11, Autodesk Maya

General Skills: UI Design, Game Design, Team Development, Documentation, Debugging, Git/GitHub, Level Design

Programming Languages: C++, C#, Java, JavaScript, Microsoft T-SQL, HTML/CSS, OpenGL

PROJECTS

Wilderwood (Unity3D)

January – June 2023

- Lead UI Design: hands-on work with inventory systems and menu behavior.
- Experience with rapid prototyping and revision of work based on feedback
- Prototyped and revised UI screens to better align with the team's artistic direction.

The Heist (Mod - Skyrim Creation Kit)

January – June 2023

- Took a co-leadership role and took on the difficult task of NPC and Quest Design.
- Designed NPC Behavior such as Dialogue and Combat triggers and wrote narrative.
- Link to download page: <https://www.nexusmods.com/skyrimspecialedition/mods/89797>

Syllo(Unity 2D – Game Jam)

February 2025

- Lead Game Designer/Producer – lead a team of 3 to develop a game in just a weeks' time
- Designed the game's state machine, handling events and determining the behavior of objects
- Designed and built the UI layout for each screen and guided the player experience
- Link to Itch.io page: <https://sirishunter.itch.io/syllo>

Portfolio (made from scratch in HTML/CSS)

- <https://sirisalex.github.io/index.html>

EMPLOYMENT

RIT Entrepreneurial Internship

January – June 2022

- Used MapBox to create a real-time AR rendition of downtown Rochester for player exploration.
- Designed a living inventory UI that updates as the player progresses through the game.
- Built interpersonal skills and learned best practices through hands-on experience with development process.

3M HIS – Data Engineer Internship

June – August 2022

- Wrote back-end groovy scripts to automate aspects of Jira production environment.
- Used SonarQube to scan for 1000+ issues in production code and defined process for resolving 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 reviewed production code.

Albany Product Concepts – Software Developer

October 2023 – Present

- Designing a multi-thread, multi-process C# application to streamline user experience with the team's systems.
- Improving code efficiency and optimization through multi-threaded procedures
- Implementing modern design principles in Win UI 3 to develop our application's front-facing UI