Alexander G. Lawrence

330 Crow Hill Road Delanson, NY 12053 • 518-949-7228 • alex@crow-hill.com

EDUCATION

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

Freedman Design Institute   Class of December 2024
Design Foundations
Certification of Excellence

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 for mod (Over 1900 downloads)**:**
  https://www.nexusmods.com/skyrimspecialedition/mods/89797

Doots Never Die (2D/Unity)   September – November 2021
- Crafted enemy AI behavior that makes choices depending on proximity to player.
- Worked on pathfinding and enemy movement to balance the threat to the player.

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 WinUI 3 to develop our application's front-facing UI