

Alex Dodd (She/Her)

/* GAME DEVELOPER */

// About Me

When I was about 11, I saw a game called Portal 2. When I played it I instantly fell in love with the concept of controlling a virtual character in these amazing worlds, especially ones with deadly neurotoxin.

Exploring my new found love for Game Development I started researching game engines, and I stumbled upon Unity and Unreal.

I'm honestly quite a simple person, I spend my days playing video games and programming. I also love to tinker with robotics using Arduino's and raspberry PI's combined with my 3D printer to create working items designed from video games. Currently I am working on a Portal Gun sadly not working, and an Explosive Tick from Titanfall.

// Key Skills

- > Unreal Engine
- > C++
- > C#
- > Blender

// My Interests

- > Procedural Generation (Materials, Meshes)
- > Robotics
- > Weird Trippy Shaders

// Work Experience

/* Asda Stores Ltd. */

Online Service Colleague 2020 - 2021

- Navigating around the store collecting items for customers' orders and helping customers around the store where needed.
- Excellent time management skills through working early and long shifts.
- Great team and coordination skills working with different departments to help customers and make their experience better.

// Education History

/* Lancaster University */

Software Engineering & Game Development Foundation Degree 2019 - 2021

> Grade: Merit

Intro to Programming

- Created a TicTacToe clone using Visual Studio and C++ Desktop Application Template.
- Learned Debugging techniques and built upon code practices

Game Engine Modifications (Group)

- Created a prototype game using the Unity game engine, I was in charge of Modelling and Programming.

// Contact Info

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