Alex Dodd

/* GAME DEVELOPER */

// About Me

Hey! I've been playing games for more than 11 years and developing for more than 6 years with a variety of different engines and languages.

Starting with the PS1, I quickly discovered that whilst games themselves are great, the internal workings are what truly interest me and solidified my love for game development.

The ability to create diverse worlds with unique characters takes my breath away every time I'm fortunate enough to experience it.

I mainly use C++, C#, Unreal and Unity for my projects currently however I love to learn new languages and techniques.

// Key Skills

> Unreal Engine
> Unity
> C++
> C#

// My Interests

> Procedural Generation (Materials, Meshes)
> Robotics
> Reverse Engineering
> Modding

// Work Experience

/* Asda Stores Ltd. */
Online Service Colleague 2020 - 2021

- 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

/* Blackpool and The Fylde College */
Software Engineering & Game Development Foundation Degree 2019 - 2021

> Overall Grade: Merit

Intro to Programming
- Created a TicTacToe clone using Visual Studio and C++ Desktop Application Template.
- Learned new debugging techniques and how to use the Win32 API.

Grade: A-

Game Engine Modifications (Group)
- Created a prototype game using the Unity game engine, I created a Health System, Interaction System and Character Movement.

Grade: B-

// Contact Info

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