



ALEXANDER MAXEY

Computer Science and Game Design Major
Cyber Corps SFS Recipient

PROFILE

I am currently an undergraduate student at Dakota State University studying Computer Science and Game Design (dual Major). After completion of my Undergrad, I plan to pursue my C.S. Masters here at DSU as well. I am very passionate about programming, it gives you the ability to create anything given you have the will to bring the project to life.

I am proficient in multiple IDEs, including Visual Studio, and am well versed in multiple programming languages including C, C++, C#. In addition, I have experience working with Game Engines, primarily Unity. I have exposure to other languages and tools, including Javascript.

In my spare time, I enjoy playing collegiate football, as well as playing cooperative games such as Dungeons and Dragons, which can double as a Creative and Team Building exercise.

CONTACT

PHONE:
480-518-1611

WEBSITE:
<https://github.com/Zrak55/AlexMaxeyProjects>

EMAIL:
amaxey58@gmail.com
alexander.maxey@trojans.dsu.edu

HOBBIES

NAIA Collegiate Football
Personal Programming Projects
Designing Games
Gaming (Computer & Pen and Paper)

EDUCATION

Vanderbilt University (VU)

2017 - 2018

Dakota State University (DSU)

2018 - Present

3.73 Overall GPA, 3.8 Major GPA
SFS Cyber Corps Recipient

WORK EXPERIENCE

SSD Intern - Carnegie Mellon University Software Engineering Institute - Summer 2021

- Worked with DevSecOps Innovation team that helps government customers to understand their challenges, identifying actionable solutions, and guiding programs to operationalize the most effective techniques and practices.
- Updated automated project production pipeline to include multitude of testing stages (DAST, SAST, Unit/Integration, etc)
- Learned usage of multiple tools including Docker

Mi Scusi - Lead Programmer: Fall 2020/Spring 2021

- Lead programmer for school capstone game project, now published on Steam
- 20,000+ downloads and plays
- See GitHub for link

Insight - Intern: Summer 2020

- Standardized data sent/received across an MQTT broker, 3D visualizations of data in Mixed Reality platforms
- Created proof of concept build for Touchless Return to Work Kiosk

Game Programmer - Rservig: 2020-Present

- Rebuilding and redesigning game from outdated Flash model to HTML5
- Taken product from inception, to live builds for customer use, project maintenance, project expansion

Personal Computer Science/Game Design Projects

- Created numerous projects, as can be found in the linked GitHub
- Notable CS projects: Password Cracker, Risk calculator/simulator, Lexicon
- Notable GD projects: Iron Chef, Assembly Games, Artillery, Lost

DSU - Teacher's Assistant, Supplemental Instructor: 2019-Present

- Tutor Students outside of class in 300-level courses and Introductory coding courses. Lesson Plan and Lead instructional sessions for 15-20 students 2-3 times weekly.

DSU + VU - Football: 2017 - Present

- Lead Position group in practice and games, member of coach-chosen Leadership Council. Time Management, Work Ethic, and refusal of failure valuable skills learned.

Indie Game Developer - Maxeymus Games - <https://www.maxeymusgames.com/>

- 2017-Present
- Programming (Back end, gameplay), Level Design, Mission Design, Game Design, Worldbuilding, Gameplay Engineer
- Live product available on Steam (see GitHub for link)