

ALVIN LEE

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TECHNICAL STRENGTHS

Programming Languages: C#, SQL, Java, C++, C
Game Engine: Unity
Tools & Software: Git, Bash, Excel, Unix, Trello, Jira, Asana, Balsamiq, Photoshop, Illustrator

EDUCATION

Bachelor of Computer Science - University of Waterloo, Waterloo ON Aug 2017
Game Design Specialization

PROFESSIONAL EXPERIENCE

Co-Founder/Game Designer - Cloudfall Interactive Studios, Toronto, ON Apr 2016 - Present

- Prototyping and playtesting an original board game with three other designers.
- Designing mechanics and character objectives to instill distinct play experiences for each character.
- Managing production tasks and tracking deadlines in Trello to meet project milestones.
- Communicating product specifications and asset delivery schedules with external partners.

Product Management Intern - Roblox, San Mateo, CA Jan 2017 - Apr 2017

- Researched and designed mobile game controls, desktop login flow, avatar developer options and other product features across PC and mobile platforms.
- Presented UX mockups to stakeholders by leveraging a co-redesign of the mobile app home page.
- Led meetings with engineers, artists and UX designers to plan feature requirements, deadlines and track progress.

Game Developer - University of Waterloo - Games Institute, Waterloo, ON Apr 2015 - Sept 2015

- Co-developed a four player mobile game prototype in Unity and C# to explore emergent narrative in association with Stratford Theatre Festival.
- Demoed the prototype at the Waterloo Innovation Summit.

Lead Product Developer Intern - DoublePlay Entertainment, Toronto, ON Jan 2015 - Apr 2015

- Analyzed player behavior data in Excel and informed decisions for feature changes in mobile game Casino World Slots that led to a 10% monetization increase.

Mobile Game Developer Intern - Swappz Interactive, Toronto, ON Apr 2013 - Aug 2013

- Implemented gameplay features in Unity and C# alongside engineers, artists and designers for mobile game Smurf's World.

Quality Assurance Tester - TransGaming, Toronto, ON May 2012 - Aug 2012

- Discovered, isolated and verified graphical defects and bugs at every stage of the software development cycle for AAA titles: Guild Wars 2, Disney's Brave and Eve Online (Inferno).

VOLUNTEER EXPERIENCE

Volunteer Soccer Coach - Rosewood Soccer League, Toronto, ON Summers 2009 - 2015

- Organized practices to develop the technique and sportsmanship of preteen soccer players.

PROJECTS

Captain's Gambit - Designed a Shakespeare themed social deception board game where players try to complete their secret objective by manipulating those around them.

Final Guardian - Designed and developed a narrative driven punch out style game in Unity for Rita Orji's research into youth binge drinking.

Machinima Project - Directed, storyboarded, and animated a machinima short film based on one of Aesop's Fables.

ACTIVITIES & INTERESTS

Extra Curricular and Interests - Playing Sushi Go, soccer, eating sushi, snowboarding, singing Disney songs