ALVIN LEE

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TECHNICAL STRENGTHS

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

EDUCATION

Bachelor of Computer Science - University of Waterloo, Waterloo ON   Sept 2010 - Spring 2017
Co-operative Program, Specialization of electives in Game Design

Relevant Courses: Game Design, Game Studies, Studio Fundamentals, Digital Imaging, Software Development, Forms of Fantasy, The Superhero

PROFESSIONAL EXPERIENCE

Co-Founder/Game Designer/Producer - CloudFall Interactive Studios, Toronto, ON   April 2016 - Present
- Collaborated with fellow designers to design, prototype and iteratively play-test a board game with the intention of publication.
- Designed mechanics and character objectives with the aim of instilling distinct play experiences for each character.
- Defined and managed project milestones, task priorities and schedules.
- Acted as a conduit of communication between the team and external partners.

Product Management Intern - Roblox, San Mateo, CA   Jan - April 2017
- Brainstormed, researched, and documented features and product requirements (mobile app upsell, avatar collision, avatar developer options, etc.) to enhance the player experience across multiple platforms.
- Redesigned the mobile app home page with other product interns to increase usability, presenting high level flows and UX mockups to stakeholders.
- Designed and managed the simultaneous development of multiple features that addressed issues on the platform.

Game Developer - University of Waterloo - Games Institute, Waterloo, ON   April - Sept 2015
- Collaborated with a game designer and developer to prototype a four player mobile game in Unity to explore emergent narrative in association with Stratford Theatre Festival.
- Showcased the prototype at the Waterloo Innovation Summit.

Lead Product Developer Co-op - DoublePlay Entertainment, Toronto, ON   Jan - April 2015
- Analyzed player behavior and application usage data collected from Flurry in order to increase monetization and user retention for mobile game Casino World Slots.
- Designed and created Excel templates to measure player performance by organizing and displaying large data sets.

Mobile Game Developer Intern - Swappz Interactive, Toronto, ON   April - Aug 2013
- Worked with programmers, artists, and designers to develop and implement new gameplay features and art assets for mobile game Smurf's World.
- Acquired experience with Unity 3D game engine and C# while immersed in all phases of iOS/Android game development.

Quality Assurance Tester - TransGaming, Toronto, ON   May - Aug 2012
- Supported engineering staff in verifying and analyzing graphical defects and bugs at every stage of the development cycle.
- Gained insight into the creation and testing of 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
- Demonstrated leadership and organizational skills by aiding in the development of preteen soccer players, organizing and facilitating team practices and promoting good sportsmanship among team members.

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 Orjis research into youth binge drinking.

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

ACTIVITIES & INTERESTS

Extra Curricular and Interests - Video games, sports, martial arts, music, movies, books, KW Salseros