

# ALVIN LEE

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## TECHNICAL STRENGTHS

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

## EDUCATION

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**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

## PROFESSIONAL EXPERIENCE

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**Co-Founder/Game Designer** - 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.
- Participated heavily in creating/balancing mechanics and character objectives, with the aim of instilling distinct play experiences for each character.
- Involved in every aspect of the project, from game design to project management/production.

**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.
- Mapped out inconsistencies in user login flow throughout the platform and presented solutions to improve user experience.
- Redesigned the mobile app home page with 2 product interns to increase usability, presenting high level designs and mockups to the director and managers.

**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 behaviour and application usage data collected from Flurry in order to increase in-app purchases and user retention.
- 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 game-play features and art assets.
- Acquired experience with Unity 3D game engine and C# while immersed in all phases of mobile game development.

## VOLUNTEER EXPERIENCE

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**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

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

## ACTIVITIES & INTERESTS

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**Extra Curricular and Interests** - Video games, sports, martial arts, music, movies, computer science club, books, KWSalseros