Alfonso T Canady Jr
Software Dev | Game Dev | Instructor

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[Portfolio](#) | [Github](#) | [LinkedIn](#)

Software developer with 2+ years of software development experience with strong analytical, mathematical, logical, and communication skills

TECHNICAL SKILLS
Languages: C, C++, HTML, CSS, JavaScript, Java, LUA, C#, Python
Tools: Linux CLI, Unity, Git, Github, PowerShell, Agile

EXPERIENCE

Cinilope – Lead Software Engineer
June 2020 - Present
- Designed and developed code for behavioral modeling of drones or other UAVs to simulate their performance in a virtual environment using Unity.
- Developed and maintained mobile applications for Android, Apple, and Windows Holo Lens platforms involving drone flight simulations
- Developed backend C# scripts to enhance program capabilities.
- Refactored existing code and implemented appropriate data structures and algorithms to reduce time and space complexity.
- Refactored existing code to follow proper Object Oriented Programming principles

Integration Innovation Inc – Unity Developer
Dec 2021 – Present
- Develop software and systems for use in training military personnel
- Work under SCRUM master to produce clean and efficient code
- Follow storyboards provided by ISDs (Instructional Systems Designers) and work with SMEs (Subject Matter Experts) to develop gameplay content in Unity for use in training military personnel.

Code Crew Code School – Lead Instructor
February 2021 - August 2021
- Developed Full Stack Developer curriculum in conjunction with Seattle's Code Fellows Coding Boot Camp
- Trained Teaching Assistants in teaching techniques and software development practices
- Instructed beginner – advanced CS Courses on Full-Stack software development

ProTec - Japan (Yokota Air Force Base)
Oct 2020 – Jan 2021
- IT Training position
- Installed and maintained electrical systems under the supervision of lead engineer

Code Crew – K-12 Instructor and Curriculum Designer
May 2019 - October 2020
- Designed and Developed Computer Science Curriculum for K-12
- Developed CS and Teacher Training for K-12 Instructors and Teaching Assistants

EDUCATION
Rhodes College- Memphis, TN
B.S Computer Science (Minor in Mathematics) 3.5 GPA – 2019

AWARDS
Memphis Flyer 20 under 30 award recipient: [Memphis Flyer | 20 < 30 The Class of 2022](#)

PROJECTS
Ecosystem Simulation – Unity / C# / Artificial Intelligence
- Developed natural selection simulation modeling relationship between prey and available food in the environment.
- Created a system for genetic variation allowing set attributes a chance to mutate to the next generation resulting in an agent more "fit" to survive in said environment.

Additional projects and code available at https://acanady.github.io/#projects