Alex Hamadey

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SKILLS

- C#, C++, C, Python, JavaScript, HTML/CSS, Bootstrap, Markdown, SQL, GitHub, Git
- .NET Framework, ASP.NET, Ubuntu, Azure, Agile, Big O Notation, RESTful API, MVC, CRUD,CI/CD, xUnit Testing

WORK EXPERIENCE

Video Game Sound Designer/Developer: *Freelance, Steam*   *2022 – Present*
- Used the game engine Unity to create indie video games for solo and team projects by leveraging C# scripts to implement core gameplay mechanics and interactive features
- Developed and implemented robust audio management pipelines using middleware Audiokinetic's Wwise and Unreal MetaSounds plus custom scripts in C# and C++, optimizing performance and enhancing audio interactivity through creating robust audio pipelines

Sample Pack Content Creator: *Samples from Mars, Epic Stock Media, Splice*   *2012 – Present*
- Oversaw team of software developers, graphic designers and sound designers to create custom GUI applications which demanded series of tests and quality control to ensure flawless deliverables
- Designed and implemented custom sound design tools and generative audio systems using using advanced audio tools,, applying real-time DSP concepts and creative coding techniques to build modular, reusable scripts for sound design

Educator for Electronic Music Production: *SoundFly*   *2021 – 2025*
- Mentored students by creating detailed lesson plans and videos that covered all facets of electronic music production

Sound Designer, Mixer and Composer : *Freelance, Hyperballad Music*   *2008 – 2024*
- Provided 360 audio solutions for international advertising campaigns by organizing teams of creatives while maintaining fluent communication with clients to assure project alignment and timely delivery of assets
- Translated client requirements into actionable project plans, ensuring technical feasibility and successful execution

Head of Content Curation: *Livestream (now Vimeo)*   *2009 – 2013*
- Led a team of content curators responsible for moderating and approving streaming channels, while coordinating responses to customer support inquiries to ensure compliance, quality control, and user satisfaction
- Identified, documented, and communicated platform bugs and user experience issues to the development team, contributing to ongoing improvements in platform stability and performance

EDUCATION

Boston University - Boston, MA   *2004 – 2008*
B.A. History, Minor in Communications

The Tech Academy - Online   2023 - 2024
Certification in Software Development
- Immersive Full Stack Software Developer boot camp with over 600 hours of instruction and hands-on coding. Predominantly the program is based on C# and Python, along with the fundamentals of Computer Science, Django, .NET Framework, T-SQL/SQL, CRUD, MVC, HTML, CSS, JavaScript, Agile / SCRUM and web application development. Completed numerous practical projects available [here](#)

School of Video Game Audio - Online   *2022 – 2023*
Certification in Video Game Sound Design using Wwise

CERTIFICATES

. Database and Integration Management (Microsoft)   . Introduction to Programming With C# (Microsoft)
. Back-End Development with .NET (Microsoft)   . Foundational C# with Microsoft (freeCodeCamp)
. Foundations of Coding Back-End (Microsoft)   . Intro to Cloud Computing Course (Codecademy)
. Learn C# (Codecademy)