

# Alex Hamadey

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## SKILLS

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- 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

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**Video Game Sound Designer/Developer:** *Freelance, Stream* 2022 – Present

- 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.
- Maintained consistent and robust audio pipelines to meet the demand of evolving gameplay

**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 ChuckK and Max/MSP, 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.

**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

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**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

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|---|---|
| . 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)    |