Alex Hamadey

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SKILLS

- C#, C++, Python, JavaScript, HTML/CSS, Razor Pages, Markdown, SQL, GitHub, Git
- .NET, ASP.NET, Ubuntu, Azure, Agile, RESTful API, MVC, CRUD , Unit Testing, Firebase

WORK EXPERIENCE

Junior Software Developer With Focus on .NET and C#:   *2023 – Present*
- Designing and developing subscription-based SaaS web apps using Blazor WebAssembly and .NET, with public-facing functionality and Firebase integration for authentication and data management, including an animal shelter medication tracker and an audio plugin manager for organizing user-owned products and serial numbers
- Deployed nearly a dozen practical web apps to Azure to reinforce backend and full-stack fundamentals, including creative tools like a [wake alert](#) system that uses a vessel tracking API for surf timing, and a greedy algorithm–powered lumber optimization [calculator](#) for efficient board cutting

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, plus created and maintained 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 unique audio sample packs for content creators by using using advanced audio tools and reusable scripts

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

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](#)

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

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)	. Learn C# (Codecademy)