

Alex Hetrick

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• ventuar.com

PROFILE

Versatile and detail-oriented software engineer seeking to apply skills and expertise to gain experience in the software industry. Passionate about creating practical and meaningful software products that push boundaries and benefit the lives of others. Available for a co-op position in summer/fall 2023. Strengths in:

- Iterative Development in Agile Environments
- Client Needs and Requirements Articulation
- Elegant and Responsive Website Design
- Empathy-driven Interpersonal Communication
- Documentation of Software Design
- Software Development in 3D Interactive Environments

EDUCATION

Software Engineering B.S., Rochester Institute of Technology | **May 2026** | GPA: 3.94/4.0

RELEVANT EXPERIENCE

Low Poly Underwater Pack, Tool Development | u3d.as/2B70

Designed, developed, and publicly released an all-in-one underwater-themed package of tools, assets, and resources to assist game developers in making their own projects and games. Currently for sale on the Unity Asset Store and CGTrader.

- Constructed a Boids algorithm-based AI with dynamic obstacle detection for simulating flocking fish in realtime
- Researched GPU computing to develop procedural water generation/simulation with custom lighting and shading
- Communicated with numerous clients and customers to resolve dozens of support requests troubleshooting issues and bugs they uncovered while using these tools
- Sold to and downloaded by over 170 developers with an average rating of 4.75/5.00

Tools: Unity, Blender, C#, HLSL, Git, Trello, Notion, Inkscape

Personal Website, Web Development | www.ventuar.com

Utilized React, Bulma, and JavaScript to construct an elegant and responsive website showcasing my portfolio of skills, projects, and talents.

- Designed accessible and responsive user interfaces to allow users on any device to have a pleasant site experience
- Optimized site resources and styling to decrease load times by 50%
- Implemented various popular web features such as contact forms, carousel displays, and dynamic navigation bars

Tools: React, Bulma, JavaScript, HTML, SCSS, Node.js, Git, Notion

Game Jams, Game Development | ventuargames.itch.io

Designed, developed, tested, and released 5 video games from scratch each with time frames ranging from 42 hours to 1 week. Games adhered to thematic design restrictions and creatively utilized them to craft unique and fun player experiences.

- Each game rated in the top 20% of all submissions by other participants in the game jam
- Implemented an easy-to-use and scalable development tool to procedurally generate cities during runtime
- Presented games to 100+ individuals at local indie game exhibits in the Rochester area

Tools: Unity, Blender, C#, Git, Notion, Inkscape, Trello, FL Studio

PROFESSIONAL EXPERIENCE

Course Assistant, Rochester Institute of Technology

Rochester, NY | August 2022 - Present

Assisted ~40 students with course assignments for SWEN-261, Intro to Software Engineering, a class introducing computing students to fundamental process, design, and implementation concepts in software engineering.

- Offered instructional aid and supplemental workshops in web development, software process/design, agile methodologies, object-oriented coding concepts, and versioning
- Provided constructive and actionable feedback on 30+ graded assignments and 5 semester-long project deliverables

Student Mentor, Society of Software Engineers

Rochester, NY | August 2022 - Present

Strengthened and reinforced students' understanding of computer science and software engineering concepts by mentoring them through the application of software problem-solving and debugging strategies. Collaborated with dozens of students and mentors across 5+ computing disciplines.