

# Alex Hetrick

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• [ahetrick12](https://github.com/ahetrick12)  
• [ventuar.com](https://www.ventuar.com)

## OBJECTIVE

Versatile and detail-oriented software engineering student seeking a co-op position where I can gain experience applying my skills and expertise to create meaningful software applications. Available Summer/Fall 2023.

## EDUCATION

**Software Engineering B.S.**, Rochester Institute of Technology  
May 2026 | GPA: 3.94/4.0 | Dean's List: Fall 2021, Spring 2022

## EXPERIENCE

**Course Assistant**, Intro to Software Engineering  
Rochester, NY | August 2022 - Present

- Assisted ~40 students with course assignments and activities involving web development, software process/design, coding concepts, versioning, and SCRUM
- Offered instructional aid and supplemental lectures on course subjects
- Provided constructive and actionable feedback on 30+ graded assignments
- **Tools:** Java, HTML, CSS, TypeScript, Angular, Git, UML, SCRUM, Trello, Slack

**Student Mentor**, Society of Software Engineers  
Rochester, NY | August 2022 - Present

- Aided students in applying software problem-solving and debugging strategies, designing and implementing coding concepts and solutions, and understanding a wide variety of software tools, languages, and libraries
- Collaborated and worked with dozens of students and mentors across 5+ computing disciplines
- **Tools:** Java, Python, C, C++, C#, JavaScript, SQL, Git, UML, Slack

## PROJECTS

**Low Poly Underwater Pack**, Tool Development | [u3d.as/2B70](https://u3d.as/2B70)

- Designed, developed, and publicly released underwater-themed tools, assets, and resources to assist game developers in making their own projects and games
- Constructed a multithreaded boids algorithm-based AI with dynamic obstacle detection which developers can configure and use in seconds
- Researched GPU computing to develop efficient procedural water generation and simulation systems with custom lighting and shading features
- 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 a to-date total gross income of over \$5,800 and an average rating of 4.75/5.00
- **Tools:** Unity, Blender, C#, HLSL, Git, Trello, Notion, Inkscape

**Personal Website**, Web Development | [www.ventuar.com](https://www.ventuar.com)

- Constructed an elegant and responsive website to showcase my portfolio of skills, projects, and talents
- Created accessible, responsive, and functional user interfaces to allow users on any device to have a pleasant experience on the site
- **Tools:** React, JavaScript, Bulma, SCSS, Node.js, Git, Notion

**Game Jams**, Game Development | [ventuargames.itch.io](https://ventuargames.itch.io)

- Created 5 video games from scratch with time frames ranging from 42 hours to 1 week, with each game having been rated in the top 20% of submissions by other participants
- Designed, developed, tested, and released software in a team of 3 adhering to thematic design restrictions
- Implemented an easy-to-use and scalable development tool to procedurally generate cities during runtime
- **Tools:** Unity, Blender, C#, Git, Notion, Inkscape, FL Studio

## LANGUAGES

Java • Python • C • C++ •  
C# • SQL • HTML • CSS •  
JavaScript • TypeScript •  
Bash

## TOOLS

Git • React • Angular •  
Bulma • UML • REST APIs •  
Postgres • Agile • SCRUM •  
Blender • Unity