Alexander Shaham

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EDUCATION

University of California Santa Cruz   **June 2022**
B.S. in Computer Science: Game Design (Dean's List)   *Santa Cruz, CA*
- **Relevant Courses:** Computer Systems and C, Game Design and Development, Game Technologies and Systems, Computer Systems and Assembly Language, Creative Coding, Video Games and Culture, Vector Calculus, Programming Abstractions and Python, Advanced Programming, Data Structures and Algorithms.

SKILLS

- **C / C++ (Proficient), C# / JS / HTML / CSS / Python (Intermediate)**
- **Unreal / Unity (Intermediate) /Git / Excel / Trello**
- **Spanish (Proficient)**

WORK EXPERIENCE

King Nutronics   **June 2018 - September 2018**
Engineering Intern   *Los Angeles, CA*
- Analyzed and resolved bugs for programmable PCB chips.
- Assisted in quality assurance of highly accurate calibrations machines for the U.S Navy.
- Made test beds to further assist in debugging all assets of the products sold.
- Converted hundreds of physical records into an electronic library.

PROJECTS

Puffed Up - github.com/Dream-Bean/FinalGame   **May 2020**
Programmer and Producer
- Used Phaser3 and Javascript to implement a physics based 2D-platformer.
- Designed the map, guided the art team, oversaw the direction of the game, and wrote all of the code.

Bar[F] - github.com/Dream-Bean/EndlessRunner   **April 2020**
Programmer and Producer
- Used Phaser3 and Javascript to make an introductory endless runner with a team.

EXTRACURRICULARS

Unleashed   **September 2019 - Current**
Co-Guild Master - WoW Classic   *U.S. West - Rattlegore*
- Managed the roster and community of a hardcore guild, led raids, worked with the community to speed up the clear times of our raids, handled loot distribution, and coordinated healer assignments.

Slug Gaming   **September 2017 - September 2020**
Competitive Director   *Santa Cruz, CA*
- Managed the League of Legends Varsity team from June 2019 to now. Coordinated scrimmages and games, set up tournaments and meetups, and managed the rosters for several teams.
- Starting mid laner and captain of the varsity team; also played in a high-tier amateur circuit.

Slugbotics   **September 2017 - March 2020**
Founding Member   *Santa Cruz, CA*
- Co-founded UCSC's Robotics club, and worked on the design, fabrication and electronics of an underwater ROV for a national competition.