Alexander Shaham

ajshaham@gmail.com ❖ (323) 422-0701 ❖ Los Angeles, CA

EDUCATION

University of California Santa Cruz   **June 2022**
B.S. in Computer Science: Game Design   *Santa Cruz, CA*
- **Dean's List**
- **Relevant Courses:** Game Design and Development, Game Technologies and Systems, Game AI, Web Development, Computer Systems and C, Programming Abstractions and Python, Advanced Programming, Data Structures and Algorithms.

SKILLS

- **C / C++ / C# / JS / Python**
- **Unreal / Unity /Git / Excel**
- **Spanish**

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 for the products sold to expedite the debugging process, saving weeks of time.
- Converted hundreds of physical records into an electronic library.

PORTFOLIO

Puffed Up - https://dream-bean.github.io/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] - https://dream-bean.github.io/EndlessRunner/   **April 2020**
Programmer and Producer
- Used Phaser3 and Javascript to make an introductory endless runner with a team.

EXTRACURRICULARS

Slug Gaming   **September 2017 - June 2021**
Competitive Director   *Santa Cruz, CA*
- Managed the League of Legends Collegiate team. I also coordinated scrimmages and games, set up university tournaments and meetups, and managed the rosters for several intramural teams.
- Mid laner and captain of the varsity team. Additionally, I played in multiple high-level tournaments on an amateur team.
- Currently an active member of the club.