

Alex Shaham

ashaham@ucsc.edu | (323) 422-0701 | [Github](#)

EDUCATION

University of California, Santa Cruz

September 2017 - June 2022

Bachelor of Science in Computer Science: Computer Game Design

- Coursework: Game Design and Development, Game Technologies and Systems, Computer Systems and C, Programming Abstractions and Python, Data Structures and Algorithms, Statistics, Linear Algebra, Vector Calculus, Physics, Web Development.

SKILLS

Technologies & APIs: Git, Unity, Phaser3, React, Material Design (MUI)

Proficient Programming Languages: Javascript, C#

Familiar Programming Languages: Python, C/C++, HTML/CSS

Spoken Languages: English (Native), Spanish (Proficient)

PROJECTS

Keepie Uppies - Programmer

January 2022 - March 2022

- Programmed a mobile infinite runner for Android using Unity.
- Uploaded to Google Play, and supports a wide variety of phone sizes.
- Implemented object pooling to improve in-game performance.

Fakebook Marketplace - Front-End Developer

November 2021 - December 2021

- Recreated the Facebook Marketplace using Node.js, ExpressJS, ReactJS, and PostgreSQL - NERP.
- Programmed the UI/UX with React and MUI, and added mobile browser support.
- Added a test suite to ensure 100% code coverage.

Queen of The Hill - Programmer & Producer

October 2021 - November 2021

- Programmed an ant themed idle clicker using vanilla Javascript.
- Programmed the game's core mechanics, and tied its underlying systems to the UI/UX.
- Guided the artistic direction of the game, and kept meetings proactive.

Puffed Up - Programmer & Producer

May 2019 - June 2019

- Programmed an underwater dungeon crawler using Phaser3.
- Coded the underlying systems, physics, and designed and implemented a tile based level.
- Used Trello to manage tasks, and created a production plan based on sprints.

EXPERIENCE

King Nutronics, Los Angeles - Engineering Intern

June 2018 - September 2018

- Tracked and resolved bugs for highly precise calibration machines.
- Assisted in quality assurance for all products sold.

ACTIVITIES

Slug Gaming, UCSC - Director

September 2017 - June 2022

- Varsity collegiate League of Legends team mid laner and team captain.
- Positional coach for mid lane, and taught overall game sense and mechanics.
- Managed the varsity collegiate team as well as a dozen junior varsity teams.
- Organized numerous online tournaments and university meetups.