Alexander Shaham

Game Developer

I'm a game developer looking to use my programming skills and gaming expertise to help release, or improve on, a title.

Contact

Phone

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E-mail

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WWW

https://ajshaham1337.github.io/AlexShaham/

Tools

Git	●●●○○ Good
Unity	●●○○○ Average
Unreal Engine	●●○○○ Average
Phaser3	●●●○○ Good
Tiled	●●●○○ Good

Languages

JavaScript	●●●●○ Very Good
Python	●●●○○ Good
C	●●●○○ Good
C++	●●○○○ Average
C#	●●○○○ Average

Experience

2021-10 - 2021-11

Game Programmer

Queen Of The Hill

- Implemented the game's 'idle clicker' mechanics.
- Helped build the UI, and tied it to its underlying systems.
- Assisted in balancing gameplay.
- Improved work flow by delegating tasks, and keeping the team well communicated.

2019-05 - 2019-06

Game Programmer and Producer

Puffed Up

- Coded the entirety of the game.
- Made the game's environment from a tile set.
- Worked with artists to design the game's aesthetic.

2018-06 - 2018-09

Engineering Intern

King Nutronics Corporation, Los Angeles, CA

- Assisted in quality assurance of calibration machines.
- Built test beds to expedite the debugging process.
- Converted physical records into an electronic library.

Education

2017-09 - 2022-06

Bachelor of Science: Computer Science: Computer Game Design

University of California Santa Cruz

- Slug Gaming: League of Legends Director
- Varsity collegiate LoL player and captain.
- GPA: 3.3
- Dean's List x2
- Coursework: Game Design and Development, Game Technologies and Systems, Web Development, Computer Systems and C, Programming Abstractions and Python, Advanced Programming, Data Structures and Algorithms.