Alexander Biggs

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Education

2010 – 2015	**B.Sc. Specialist in Computer Science** University of Toronto Annual CGPA of 3.89 in final year

Work Experience

June 2015 – Present	**Consultant at Infusion** (Unity, Android, WPF) Took charge of new iterations for long-term projects, learning and revamping large existing codebases while continuing to deliver progress under extreme time constraints. Used Unity to create POCs for the HoloLens and Gear VR.
August 2014 – April 2015	**Teaching Assistant at the University of Toronto** (Racket, Haskell, Prolog) CSC324, Principles of Programming Languages Awarded Teaching Assistant of the Year Fall 2014
May 2013 – April 2014	**Software Developer at Uken Games** (HTML5) Developed and maintained the HTML5 version of Bingo Pop, an animation-heavy game with over 100k monthly users. Ramped up to multiple web frameworks, including AngularJS.

Projects

Spring 2015	**Pitfall Planet** (Windows & Mac, C# with Unity) A puzzle-solving adventure game where two players explore the depths of an abandoned planet. Winner of Best Overall Game and 2nd Best Art at the Level Up Showcase 2015.
Summer 2014	**Janus VR** (Windows & Linux, C++ with Qt) Supervised by James McCrae, University of Toronto Added scripting support to a 3D virtual reality internet browser, allowing content developers to make their virtual spaces interactive.
Spring 2014	**Canverse** (Cross-Platform, Clojure) A music-making app created for a Capstone Project at the University of Toronto. Leverages Overtone and Quil to combine audio and visuals into a minimalistic, sleek interface.
Fall 2012	**Devourer of Worlds** (Windows Phone, C# with XNA) A run-and-gun survival shooter created in 48 hours for the Great Canadian Appathon 3. Finished in 2nd place out of 150 competing teams.

Leadership

Spring 2016 – Present	**The University of Toronto Virtual Reality Club** President Organized meetings exploring the current state of the virtual reality industry. Presented talks and Unity development tutorials, and brought students together to attend local meetups.