

Alexander Biggs

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Education

2010–2015	B.Sc. Specialist in Computer Science Minor in Mathematics University of Toronto
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Work Experience

May 2013– April 2014	Software Developer at Uken Games Developed and maintained the HTML5 version of Bingo Pop, an animation-heavy game with over 100k monthly users. Adapted rapidly to unfamiliar web frameworks, including AngularJS.
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Projects

January 2014–	Canverse A music-making app created using Clojure for a Capstone Project at the University of Toronto. Leverages Overtone and Quil to combine audio and visuals into a minimalistic, sleek interface.
February 2014	Munchables An Android trivia game about the nutritional value of common foods. Created in 48 hours for the Canadian Open Data Experience, placing in the top 15 with final results pending.
January 2014	Dragon Drop A side-scrolling race against time to keep the player's dragon babies alive. Created in 48 hours for the Great Canadian Appathon 4. Finished in the top 15 and won Best Art & Aesthetics.
Winter 2014	Super Prison A tense, difficult platformer with a dynamically changing story. Developed over two months for the University of Toronto's Game Making Deathmatch 2014. Finished second place and awarded Best Sound Design and Best Technical Achievement.
Fall 2013	Calligrapher An Android app that teaches players how to write and understand Chinese. Developed in 48 hours for the Royal Ontario Museum (ROM) Game Jam and featured prominently in Gamer-camp 2013's indie showcase.
Winter 2013	Express An atmospheric puzzle platformer based around color palettes. Created for the University of Toronto's Game Making Deathmatch 2013, finished second and won Best Art.
Fall 2012	Devourer of Worlds A run-and-gun survival shooter created in 48 hours for the Great Canadian Appathon 3, finishing second place out of 150 competing teams.

Skills

Python	3 years	Java	1 year	Lua	1/2 year
C#	2 years	Clojure	1/2 year	C	1/2 year
Javascript	1 year	Ruby	1/2 year	SQL	1/2 year