Alexander Biggs

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Education

2010 – 2015	**B.Sc. Specialist in Computer Science** University of Toronto

Work Experience

May 2013 – April 2014	**Software Developer at Uken Games** (HTML5, Unity) 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.
August 2014 – April 2015	**Teaching Assistant at the University of Toronto** (Racket, Haskell, Prolog) CSC324, Principles of Programming Languages

Projects

July – August 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 users to create dynamic rooms by writing QtScript to react to events and modify objects.
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.
February 2014	**Munchables** (Android) A trivia game about the nutritional value of common foods. Created in 48 hours for the Canadian Open Data Experience. Placed in the top 15 out of 110 competing teams.
January 2014	**Dragon Drop** (Windows Phone) 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** (Windows, C# with XNA) 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** (Android) An app that teaches players how to write and understand Chinese through art. Developed in 48 hours for the Royal Ontario Museum (ROM) Game Jam and featured prominently in Gamercamp 2013's indie showcase.
Fall 2012	**Devourer of Worlds** (Windows Phone) A run-and-gun survival shooter created in 48 hours for the Great Canadian Appathon 3. Finished second place out of 150 competing teams.