

Alexander Biggs

228 Beverley Street
Toronto, ON
M5T 1Z3, Canada
(647) 785-5437

akbiggs.net
github.com/akbiggs
alexanderkbiggs@gmail.com

Education

2010 – 2016	B.Sc. Specialist in Computer Science University of Toronto
-------------	--

Work Experience

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.
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 with QtScript.
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.
January 2014	Dragon Drop (Windows Phone, C# with XNA) 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.
Fall 2013	Calligrapher (Android, Java) 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, C# with XNA) A run-and-gun survival shooter created in 48 hours for the Great Canadian Appathon 3. Finished second place out of 150 competing teams.