Alexander Biggs

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Education

2010–2015	**B.Sc. Specialist in Computer Science** **Minor in Mathematics**

Work Experience

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

Projects

January 2014–	**Canverse** A music-making app created using Clojure for 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 Gamercamp 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