

ALAN MYERS

GAMEPLAY PROGRAMMER

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SKILLS

Programming: Gameplay Systems and Features, Debugging, Optimization, Rapid Prototyping, Visual Scripting, 3D Math

Languages: C++, C#, Javascript, Swift

Software/Tools: Unreal Engine 5, Unity, Visual Studio, Git/GitHub, Blender, Photoshop, Illustrator

Productivity: Trello, Notion, MS Office Suite, Google Drive Suite, Slack, Zoom

Core: Cross-Disciplinary Collaboration, Problem Solving, Critical Thinking, Communication, Time Management

PROJECTS

ABSTRACTION | Solo Project | Unreal Engine 5, C++, Blender

ONGOING

- A 3D platformer in which Unreal's Blueprints form the physical world the player must navigate.
- Work includes gameplay implementation (including character movement, various platform types, a health/damage system, and a player objective subsystem), procedural character animation, and character and environment models.
- Early progress was featured in the [2022 CG Spectrum Student Showcase](#).

[DARK VOID](#) | Group Project | Unreal Engine 5, Blueprints, Photoshop

6 WEEKS

- A short game with roguelite and survival-horror elements that takes place in a rotating maze.
- Created for CG Spectrum's New Year, New Level challenge, which placed students into cross-disciplinary teams of four to create a single-level game. Our team won both the Programming and Game Design categories.
- As the team's sole programmer, my work included gameplay implementation (including character-centric level rotation, powerups, enemy interactions, a light-based health system, and a dialogue system), enemy AI, player HUD UI, designer-friendly maze-building tools, git repo management and training, and build and distribution.

[BEAT BREAKER](#) | Solo Project | Unity, C#, Photoshop

1 MONTH

- A take on the classic block-breaker genre that incorporates rhythm elements.
 - Work included gameplay implementation, synchronization of gameplay and music, menu UI, and 2D sprites.
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EDUCATION

CG SPECTRUM (An Unreal Academic Partner) | Game Programming Course

JUNE 2022 – JUNE 2023

- Studied a wide range of game programming concepts, with a focus on Unreal Engine and C++.
- Collaborated with students across different disciplinary programs to share knowledge and work on group projects.

ARIZONA STATE UNIVERSITY | BA in Creative Writing, Minor in Japanese

AUG 2012 – MAY 2016

- Awarded the Creative Space Grant in 2015, a merit-based grant presented to a single student in the program.
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WORK EXPERIENCE

SENIOR CASE MANAGER | National General Insurance

JUNE 2019 – PRESENT

- Work independently to perform search, processing, and validation of information in a vast database of client policies.
- Regularly communicate and collaborate with internal and external teams to resolve client policy issues.

WEB DEVELOPER | Freelance

JAN 2018 – MAY 2019

- Worked closely with clients to design and build custom sites, using Javascript on both the frontend and backend.