

# 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, Trello, MS Office

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

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## 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, enemy AI, and a player objective subsystem), procedural character animation, node/platform building tools, and character and environment models.
- Early progress was featured in the [2022 CG Spectrum Student Showcase](#).

### **DARK VOID** | Team Project | Unreal Engine 5, Blueprints, Photoshop

6 WEEKS

- A game with roguelite and survival-horror elements that takes place in a rotating maze.
- As the team's programmer, my work included gameplay implementation (including player-centric level rotation, ability pickups, enemy AI and interactions, a light-based health system, and a dialogue system), player HUD UI, designer-friendly maze-building tools, git repo management and basic training, and build and distribution.
- Won CG Spectrum's New Year, New Level challenge in both the Programming and Game Design categories.

### **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++, under the direct mentorship of a senior-level programmer at a AAA studio.
- 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 | Remote**

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 | Remote**

JAN 2018 – MAY 2019

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