

ALAN MYERS

GAME PROGRAMMER

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SKILLS

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

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

Programming: Gameplay, UI, AI Navigation and Behavior, 3D Math, Cross-Disciplinary Collaboration

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

PROJECTS

ABSTRACTION | Solo Project | UE5, 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 game models.
- Early progress was featured in the [2022 CG Spectrum Student Showcase](#).

DARK VOID | Group Project | UE5, Blueprints, Photoshop

6 WEEKS

- A short game with roguelite and survival-horror elements that takes place in a multi-level 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 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 | Game Programming Course

JUNE 2022 –PRESENT

- Study a wide range of game programming concepts, with a focus on Unreal Engine and C++.
- Collaborate 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

- Efficiently perform search, input, processing and validation of information in a vast database of client policies.

WEB DEVELOPER | Freelance

JAN 2018 – MAY 2019

- Designed and built custom sites for clients, working with Javascript on both the frontend and backend.