

# ALAN MYERS

## GAME PROGRAMMER

[alanymyers.com](http://alanymyers.com) / [linkedin.com/in/alan-y-myers](https://www.linkedin.com/in/alan-y-myers) / [alan.y.myers@gmail.com](mailto:alan.y.myers@gmail.com) / 928-525-6141 / Beaverton, OR

---

## 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 character and environment 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.
- 

## 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.
- 

## 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.