ALEXANDER GOLDBERG

GAME PROGRAMMER

PROFESSIONAL SUMMARY

I'm a passionate and versatile games programmer currently pursuing a Bachelor of Software Engineering in Games Programming at Torrens University. With a foundation in audio engineering from JMC Academy and a strong focus on gameplay systems, AI, and technical problem-solving. My experience spans across both solo and collaborative projects, where I've implemented features ranging from physics, AI behaviours, and mathematics in engines like Unity. I'm driven by a love of interactive storytelling, efficient code, and continuous learning.

EXPERIENCE

Security Officer
March 2024 - Present | CONSTANT, Sydney, New South Wales

- Patrolled premises regularly to maintain order and establish security presence.
- Utilized strong communication skills to interact with staff, guests, vendors and law enforcement personnel in a professional manner.
- Enforced safety regulations, policies and procedures to ensure a safe environment.
- Performed routine checks of doors, windows, and gates for security breaches.
- Observed, reported and documented suspicious activities to management.

Freelance Game Programmer
January 2024 - Present | Sydney, New South Wales

- Collaborated closely with artists and designers to create new gameplay mechanics.
- Implemented gameplay features such as AI, physics, animation, sound, and user interface components.
- Solved complex technical problems by identifying and addressing performance bottlenecks.
- Utilized scripting languages such as C# or GDScript for rapid prototyping of game features.

CONTACT

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- Maroubra, NSW 2035

SKILLS

- Audio Programming
- Creative Thinking
- Adaptability and Flexibility
- Problem Solving Abilities
- Continuous Learning Attitude
- Team Collaboration

Control Room Operator

July 2023 - February 2024 | MSS, Sydney, New South Wales

- Trained subordinate staff members on proper operation of process controls systems.

- Demonstrated excellent communication skills when dealing with personnel from different departments and shifts.

- Responded promptly to alarms and took appropriate action as needed.

- Developed strong working relationships with colleagues across all levels of the organization.

Facilities Assistant and Audio Engineer

March 2020 - June 2023 | JMC Academy, Sydney, New South Wales

- Mastered and edited audio recordings using Pro Tools, and Logic Pro X software.

- Operated audio consoles to mix and balance multiple sources during live performances.

- Troubleshot technical issues that arose during tracking and mixing sessions with quick precision.

- Edited dialogue, music, and sound effect tracks for post-production projects.

- Trained new employees on proper use of equipment and safety protocols within the workplace environment.

- Assisted with the coordination and scheduling of facility maintenance, repairs, and inspections.

Audio Visual Technician

March 2017 - January 2018 | AART House, Sydney, New South Wales

- Performed troubleshooting activities to diagnose issues with audio visual equipment.

- Provided technical support to ensure successful operation of audio visual equipment during live performances.

- Assisted with the setup and installation of audio-visual equipment for events, including speakers, microphones, projectors, and screens.

EDUCATION

Bachelor of Arts (B.A.) in Audio Engineering and Sound Production
January 2017
JMC Academy, Ultimo, Sydney

Bachelor of Software Engineering (B.S.E.) in Games Programming
Expected Finish August 2026
Torrens University, Ultimo, Sydney