

# Alexandre Lucas Lopes

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## PROFESSIONAL SUMMARY

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Third year **computer science and engineering** student with experience in game development. Seeking full-time summer internship. Fluent in Spanish and Portuguese.

## EDUCATION

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**Santa Clara University**

*Santa Clara, CA*

**Bachelor's of Science in Computer Science and Engineering**

*June 2025*

GPA: 3.220/4.000

Relevant Coursework: Advanced Programming, Data Structures, Object-Oriented Programming and Advanced Data Structures, Programming Languages, Computer Networks, Algorithms

Affiliations: University Honors Program (UHP) | Society of Hispanic Professional Engineers (SHPE) | Latinx Student Union (LSU)

Awards: Hispanic Scholarship Fund Scholar (HSF) | Santa Clara University Provost Scholar & Zhifeng and Shiliang Shang Scholar

Conferences: Youth Leadership Institute - HSF | National Leadership Conference - HSF

## EXPERIENCE

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**Santa Clara University Imaginarium** | Santa Clara University

*October 2022 - Present*

*Member*

“Trail Magic” Project

*January 2024 - Present*

- Developing much of the camera gameplay as the project utilizes a first-person perspective, including how the player perceives and interacts with objects

Brackey's Game Jam

*August 2023*

- Produced the “quick-time events” gameplay of the game using C# scripts and editing tools provided by Unity 3D
- Received feedback on our submission and 40% of which was 4 or 5 star reviews

“Polaris” Project

*October 2022 - May 2023*

- Created larger thematic ideas and plot points alongside team members
- Developed “glide cancel” mechanic using C# scripts that would be key to the player's movement within the game and designed the level that would introduce the mechanic

**Office of Undergraduate Admissions** | Santa Clara University

*April 2022-Present*

*Admissions Ambassador*

- Promote and advertise the University for 1000+ prospective students and their families by hosting campus tours and presenting in Q&A panels (both in person and virtual)

## SKILLS

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**Languages (Coding):** C | C++ | C# | Assembly | Javascript | Linux | HTML/CSS | PHP

**Game Engines:** Unity 3D | Roblox