

Alexander Pak
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OBJECTIVE

Aspiring Gameplay Programmer passionate about building responsive combat systems, dynamic AI, and polished player mechanics, seeking to contribute technical problem-solving and strong systems design to a collaborative development team.

EDUCATION

George Mason University

Expected Graduation: December 2027

College Visual and Performing Arts | B.S. Computer Game Design

PERSONAL PROJECTS

Enemy & Boss AI Systems | Team Project: Cybersin

- Designed and implemented AI behaviors for three enemy archetypes: melee, ranged, and turret units.
- Developed a two-phase boss encounter with distinct attack patterns and state transitions.
- Tuned enemy behaviors to support combat balance and dynamic gameplay pacing.

Movement & Camera Systems | Solo Project: Ascendant

- Programmed core movement mechanics, including dash and custom gravity systems.
- Built responsive player control systems to support movement-focused gameplay.
- Implemented a Cinemachine-based camera system with dynamic scene switching.

Combat Systems Final Project | Solo Project: Dungeon Dive

- Developed a multi-phase boss encounter integrating state-driven behavior transitions.
- Implemented player action systems to support combat mechanics.
- Created visual damage feedback effects (“damage flash”) to enhance game feel and responsiveness.

EXPERIENCE

Shift Manager

August 2022 - April 2024

Our Journey Brands/ Roll Play

Vienna, VA

- Led and mentored a team in a fast-paced environment, maintaining operational consistency and achieving sustained customer satisfaction metrics (80%+ NPS).
- Analyzed workflows and implemented process improvements to optimize staffing efficiency and reduce service bottlenecks.
- Collaborated with executive leadership in weekly strategy meetings to identify operational challenges, propose data-driven solutions, and support revenue growth initiatives.
- Monitored daily sales and operational metrics, contributing to performance tracking and budget oversight.

SKILLS

- Java, Python, C#, C, CSS (Cascading Style Sheets), SQL (Structured Query Language), HTML (Hypertext Markup Language)
- Game Engines: Unity
- Version Control: Git, GitHub Desktop