Ali Nicole Wallick

ali@aliwallick.com   30521 Hunky Dory Ln, Trabuco Canyon, CA 92679   (305) 333-4569

Portfolio: www.aliwallick.com

Summary	Programmer passionate about developing games of all varieties. Georgia Tech alum with a background in computer science & design, working on the MMOFPS *Firefall*.

Experience

Software Engineer
MobilityWare, Irvine, CA
2016 - Present

- *Hot Streak Slots:* Helping to port the iOS native mobile game to Unity 3D to allow it to easily ship on multiple systems.

UI Programmer
Red 5 Studios, Irvine, CA
2015 - 2016

- *UI Programming:* Development and redesign of many major UI elements including elite levels, PVP HUD, reward screens, and radar. Created several libraries for common menu/HUD elements. Modifications and improvements to many more areas. Working between Lua, C++, and XML on a daily basis, and interfacing with various design, programming, and producing teams.

Software Engineer
Kaneva, LCC, Atlanta, GA
2011 - 2015

- *UI Programming:* Constructed and coded many of the Kaneva's core menus including the HUD, inventory, tutorial, tooltips, Smart Objects, travel, events, and context menus. Architected and coded the menu animation system. Worked on optimizations and bug fixes for many more. Frequently work with the engine, web and art teams to complete projects. Utilize source control and code review.
- *Game Programming:* Part of a team responsible for designing and scripting a Lua-based game development environment built on top of the virtual world. Projects included game templates, API Learning Center, and a themed maze game.

Personal Projects
2011 - Present

- *Critter³:* Touch puzzle game project developed in Unity 3D. Finalist Game Prototype in SCAD Entelechy competition. Programmer and designer.
- *Cor Ex Machina:* Programming and design for a Unity-based browser game created in 48 hours for Global Game Jam 2013. Won second place for the Georgia GGJ site.
- *Game Over Ever After:* Programmer and Designer for a Global Game Jam RTS-style game developed in Unreal Engine 4.
- *Panelist:* Invited to speak on panels at the Museum of Design Atlanta and SIEGE.

Education

B.S. in Computational Media
Georgia Institute of Technology, Atlanta, GA
2011

- *Major GPA:* 3.25; 5-time Dean's List recipient.
- *Activities:* Global Game Jam, Microsoft College Puzzle Challenge, Study Abroad
- *Research:* GT Synlab. Assisted in development of two tabletop computer games.

Skills

Programming Languages

- *Proficient:* C#, Lua, Java, HTML/CSS/XML
- *Familiar:* ActionScript, C/C++, JavaScript, Python, SQL

Software

- *Proficient:* Unity 3D, Photoshop, JIRA, Microsoft Office Suite, Git, TFS, SVN
- *Familiar:* Adobe Suite (Flash, Illustrator), Maya, Unreal Engine 4, Visual Studio