

# Ali Nicole Wallick

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Portfolio: [www.aliwallick.com](http://www.aliwallick.com)

<b>Summary</b>	Programmer with a focus on user interface passionate about developing games. Georgia Tech alum with a background in computer science & design, working on <i>Firefall</i> .	
<b>Experience</b>	<b>UI Programmer</b> <b>Red 5 Studios, Irvine, CA</b>	2015 - Present
	<ul style="list-style-type: none"><li><i>UI Programming:</i> Development or 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.</li></ul>	
	<b>Software Engineer</b> <b>Kaneva, LCC, Atlanta, GA</b>	2011 - 2015
	<ul style="list-style-type: none"><li><i>UI Programming:</i> 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.</li><li><i>Game Programming:</i> Part of a team responsible for scripting a Lua-based game development environment built on top of the virtual world. Projects included game templates, API Learning Center, and a Halloween-themed maze game.</li><li><i>Design:</i> Design of game templates, games, and UX. Working alongside the art team to design and create menus and flow.</li><li><i>Mentoring:</i> Assist new employees in learning the UI building/scripting system.</li></ul>	
<b>Education</b>	<b>Personal Projects</b>	2011 - Present
	<ul style="list-style-type: none"><li><i>Critter3:</i> Touch puzzle game project developed in Unity 3D. Finalist Game Prototype in SCAD Entelechy competition. Programmer and designer.</li><li><i>Cor Ex Machina:</i> 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.</li><li><i>Game Over Ever After:</i> Programmer and Designer for a Global Game Jam RTS-style game developed in Unreal Engine 4.</li><li><i>Panelist:</i> Invited to speak on panels at the Museum of Design Atlanta and SIEGE.</li></ul>	
	<b>B.S. in Computational Media</b> <b>Georgia Institute of Technology, Atlanta, GA</b>	2011
	<ul style="list-style-type: none"><li><i>Major GPA:</i> 3.25; 5-time Dean's List recipient.</li><li><i>Activities:</i> Global Game Jam, Microsoft College Puzzle Challenge, Study Abroad</li><li><i>Research:</i> Georgia Tech Synlab. Assisted in development of two tabletop computer games – <i>KinoClue</i> and <i>Tangible Anchoring</i></li></ul>	
<b>Skills</b>	<b>Programming Languages</b>	
	<ul style="list-style-type: none"><li><i>Proficient:</i> Lua, Java, C#, HTML/CSS/XML</li><li><i>Familiar:</i> ActionScript, C/C++, JavaScript, Python, Smalltalk, SQL</li></ul>	
	<b>Software</b>	
	<ul style="list-style-type: none"><li><i>Proficient:</i> Unity 3D, Photoshop, JIRA, Microsoft Office Suite, TFS, SVN</li><li><i>Familiar:</i> Adobe Suite (Flash, Illustrator), Maya, Unreal Engine 4. Visual Studio</li></ul>	