Alic Szecsei

Software Engineer & Game Developer

Alic Szecsei
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Skills

Expert in Objective-C, C#, Java, Python, C, and C++

Effectively communicate with non-programmers

Extensive use of Unity, Unreal Engine 4, and MonoGame

Experience

University of Iowa / Research Assistant & Teaching Assistant
JANUARY 2016 - PRESENT,

I am developing the PHR Mobile app on Android platforms for the College of Public Health, implementing the front-end environment for healthcare research. I am also a TA for an undergraduate course in algorithms.

Allscripts / Associate Software Engineer
JULY 2014 - JANUARY 2016

I developed the FollowMyHealth mobile application on iOS platforms, integrating Allscripts web services with iOS features and functionality. I collaborated with other developers to maintain feature parity between Android, iOS, and web interfaces.

Modnar Enterprises / Lead Programmer
AUGUST 2010 - JUNE 2014

I designed, programmed, and tested mobile applications for iOS and Windows Phone, along with desktop apps for Windows 8. Titles include the *ScavengerHunt* series, *Gap App: Fractions*, *Got It!*, *MathOps*, and *Magic Assassin*. I coded server and client scripts for several of these applications, including the *ScavengerHunt* series and *Gap App: Fractions*. I also coded network multiplayer gameplay for *Magic Assassin*.

Education

University of Iowa / M.S. Computer Science
AUGUST 2016 - ESTIMATED MAY 2018 / IOWA CITY, IA

Member in the local ACM chapter, and participant in EPX Game Studio to develop projects with other students. Have taken classes in compiler construction and networking security.

University of Iowa / B.S. Computer Science
AUGUST 2010 - MAY 2014 / IOWA CITY, IA

Have taken classes in iOS app development, distributed systems, theory of computation, and database systems.

Projects

Crimson Engine

Currently developing a 2D game engine built on MonoGame that allows for highly-customizable lighting, including tube-shaped lighting, based on the work of Brian Karis and Epic Games.

2D Volumetric Lighting & Shadows For Unity

Developed a 2D volumetric lighting and shadowing solution for Unity, which uses raycasting and has options for multiple kinds of light sources.

Robot Theater

Applied the principles of animation and robotics to NAO humanoid robots for performance in live theater. Taught in outreach programs using NAO robots with the goal of encouraging girls to consider computer science and STEM fields as career options.

Game Jams

Participant in various game jams, including two Train Jams, a seven-day roguelike, and several Ludum Dare jams.