

ALEXIS GERVACIO

Graduating May 2020

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avacio.github.io

 alexisgervacio

EXPERIENCE

Sept - Dec 2019

Systems Engineer Co-op — Sony Pictures Imageworks

Skills: Python, tcsh, Linux

DevOps scripting and technical support

May - Aug 2019

Software Developer Co-op — Unity Technologies

Skills: C#, UXML, USS (Unity-specific XML and CSS)

Extended UI Builder package: a tool for developers and designers to build UI interfaces

Sept-Dec 2018

Game Developer Co-op — Peekapak

Skills: Unity, C#, Ableton Live, Adobe Photoshop

- Implemented, tested, and designed mini-games to teach social emotional learning (SEL)
- Produced soundtrack for rhythm game

Apr-Sept 2018

Unity Developer — UBC BAR Lab

Skills: Unity, C#, SMI Eye-Tracking API, HTC Vive

Improved calibration process of Gap Effect study through multi-threading

May-Sept 2016

Sales & Marketing Co-op — Imprint Plus

- Individual telesales of \$27,000 in one month
- Trained by CBC TV host Jaeny Baik in TV production

programming languages

C#. Java, C/C++, HTML/CSS, Javascript, Typescript, Python, Swift, SQL, GLSL, tcsh, DrRacket

tools

Unity, Ableton Live, Blender, Git, WordPress, Microsoft Office Suite, Adobe Creative Suite, Apple Pages, InDesign, iMovie, Final Cut Pro, GarageBand

written work published in

The Ubyyssey—UBC Student Newspaper (2016)

ONE—UBC ArtsOne Journal (2016)

Hot Ink Magazine (2013)

GLEAN Magazine (2009-2012, Youth Writer)

Afri-Can Magazine (2010, Youth Writer)

EDUCATION

BA in Computer Science 2015-2020

University of British Columbia

- Dean's List 2017
- Chancellor's Scholar 2015
- Ampri Group's Dream Scholarship 2015

PROJECTS

Feb - April 2019

Veggie Vengeance — Team Member

Skills: C++, GLSL, Adobe Photoshop



2D fighting game that won runner-up for best game as judged by industry pros from EA, Skybox Labs, etc.

Mar 2019

BucketList — Team Member

Skills: SQL, PHP, HTML/CSS



Website to query "bucket list" items: food, events, and activities to experience before you die!

Mar 2018

?i? θə ?e:nθə — Sole Programmer

Skills: Unity, C#



2D platformer puzzle game for learning the Musqueam language of hənqəmínəh.

Oct 2017 - Mar 2018

ΤΑΞΙΔΙ: Cyprus — Team Member

Skills: WebVR (A-Frame), Unity, Blender, C#, HTML, Javascript, HTC Vive, Vuforia



- VR/AR scavenger hunt for archaeologist Dr. Fisher
- Scripting, sound design, 3D art

interests

VR/AR/MR, Video Games, Music Production, Storytelling