

ALEXIS GERVACIO

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EDUCATION

BA in Computer Science 2015-2020
Specialization in Creative Writing
University of British Columbia

International Baccalaureate 2015
Diploma 39/45 (97% Average)

COURSEWORK

- Algorithm Design and Analysis
- Software Construction
- Technologies for Endangered Language Documentation and Revitalization
- Video Game Writing and Narrative

AWARDS

Dean's List 2017
Chancellor's Scholar 2015
University of British Columbia

Dream Scholarship 2015
Ampri Group

I.B. Higher Level Theatre Award 2014-15
I.B. Theory of Knowledge Award 2014
Community Service Award 2013
Richmond Secondary

SKILLS

programming languages

Java, C/C#/C++, HTML/CSS, Swift, DrRacket

software

Unity, Blender, Microsoft Office Suite,
Adobe Photoshop & Illustrator, Apple
Pages, InDesign, iMovie, Final Cut Pro,
GarageBand, Slugline, WordPress

EXPERIENCE

May - September 2017

UBC Irving K. Barber Learning Centre | Program Assistant

- Created content for the IKB website and social media
- Developed programs for Asian Heritage Month, Aboriginal UnHistory Month and Canada's 150th anniversary initiatives

May - September 2016

Imprint Plus | Sales & Marketing Intern

- Individual telesales of \$27,000 in one month
- Trained by former CBC T.V. host Jaeny Baik in scriptwriting, commercial production and presentation
- Designed surveys for customers in five different industries

September 2015 - January 2016

UBC Annual Giving Call Centre | Fundraiser

- Maintained rapport with students, alumni and parents
- Individually raised over \$1000 in donations in six weeks

March - September 2016

TutorDoctor | Tutor

- Provided one-on-one tutoring for a variety of students
- Adjusted teaching style to cater to the individual

PROJECTS

2017-18

TAΞΙΔΙ: Cyprus | Team Member



- VR / AR project for HTC Vive and Mobile AR
- Created with Unity and C#
- Dr. Kevin Fisher requested a classroom-based tool for the Kalavassos-Ayios Dhimitrios in Cyprus
- Asset creation, game design, programming

2017-18

Hip Hop Frog Flop | Team Member



- Rhythm-based mobile game
- Created with Unity and C#
- Head of level and game design
- Created entire soundtrack for the game

Written Work Published in:
The Ubyssy—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)

Songwriting & Performance:
Performed at venues like the RiverRock Casino, Gateway Theatre,
and Richmond Summer Night Market

avacio.github.io