ALEXANDER BORSBOOM

Senior Unity Engineer

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Skills

Unity 3D
2012 - 2019

C#
2009 - 2019

Software Architecture
2015 - 2019

Java
2009 - 2012

Python
2015 - 2019

CGShader
2012 - 2019

Work Experience

LEAD DEVELOPER

Flat Parrot Ltd

2017 - 2019
(2 years)

- Created an Independent title "Under Stranger Stars" using Unity.
- Optimized performance using GPU instancing (dynamic & static batching).
- Designed shaders & mesh tools to optimize instancing potential.
- Developed cross platform features like control systems and platform integration.
- Took responsibility for creating all gameplay features and systems.
- Applied SOLID code practices to create high quality code.

UNITY DEVELOPER

Ninja Kiwi Ltd

2013 - 2017
(4 years)

- 4 years of experience creating cross platform mobile games.
- Built custom rendering solutions to achieve high performance targets.
- Optimized performance of mobile titles (memory mangement, object management, level of detail systems etc).
- Collaborated with team members to build gameplay and camera features.
- Built editor tools to support asset repainting, terrain editing and splat painting.
- Integrated networked systems
- Troubleshooted engine issues.

BE (Hons)

University of Auckland

2010 - 2013
(4 years)

- Developed "Dioshock" educational game, presented at HIKM 2012.
- Top In Course for Advanced Human Computer Interactions research.
- Awarded an Engineering Science scholarship in 2009.