Alisa Dulalia

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EDUCATION

University of British Columbia   **Student (Graduating 2027)**
BA   *Vancouver, BC*
- Pursuing a Computer Science Degree
- Member of the UBC Game Development Club

QUALIFICATIONS

- **Skills:** System Design, Web Design, Game Design, Unity, Tinkercad, Trello, Notion
- **Languages:** C++, C#, Python, JavaScript, Java, HTML, CSS
- **Frameworks:** Pygame, Unity, JUnit, Raylib, SFML, WinAPI

EXPERIENCE

Game Developer   **October 2023 - Present**
Studi6   *Vancouver, BC*
- Designed a modular weapon system in Unity, simplifying testing procedures and the development of new in-game weapons.
- Created an intuitive object hierarchy for a clean and scalable system.
- Utilized Trello and Notion to effectively communicate updates to a team of 14 members.

Project Co-Leader   **March 2024**
Cmd-f   *Vancouver, BC*
- Co-lead a team of 4 people in the design and production of a two-player quiz app using PyGame.
- Headed and implemented the GUI and UX/UI of the application, with special care to simplicity and ease-of-use.

Digital Marketing Specialist   **April 2021 - Current**
Message Recieved   *Vancouver, BC*
- Scheduled the release and promotion of over 15 songs on 10+ platforms.
- Achieved 12,000+ views on YouTube release of first album.
- Increased YouTube subscriber count by 200+, and Instagram follower count by 70+
- Conceptualized thematic ties and visual cohesion between releases.

PROJECTS

Dress for the Day | *HTML, CSS, JavaScript*   **December 2023 - January 2024**
- Developed a website employing API calls to provide tailored outfit suggestions, seamlessly merging fashion and technology for an enhanced user experience. Clothing options for masculine, feminine, and gender neutral.
- Integrated two APIs: image search and weather, and analysis of results to give personalized fashion suggestions.

Drum Machine | *Python, PyGame*   **November 2023**
- Designed a drum machine program in PyGame, integrating a seamless save feature to store user-made patterns between sessions.
- Analyzed and solved complex problems relating to Object Oriented Programming, resulting in a less buggy, and more efficient program.