

# Alisa Dulalia

<https://www.linkedin.com/in/alisadulalia/> ❖ <https://github.com/cheesebricked>

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## QUALIFICATIONS

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- **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

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### 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.

### Marketing Director

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

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### 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.

## EDUCATION

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### University of British Columbia

Student (Graduating 2027)

*BA*

*Vancouver, BC*

- Pursuing a Computer Science Degree
- Member of the UBC Game Development Club