

Alec Wolf

Davis, CA
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PROJECTS

Something Fishy – 2+ months (ongoing) **Summer 2020**

- Designing and developing a solo simulation where the player explores floating islands in the sky placing bait lures and catching flying fish
- Developed using Unreal Engine 4 with mainly C++ and small amounts of Blueprints
- Implemented eight behavior forces including the three original boid behavior rules, a cell grid to optimize visibility calculation, and procedurally generated island meshes

Paltergeist – 5 weeks **Spring 2020**

- Worked on a 2D web-based puzzle game played as a ghost possessing and moving objects in order to help an AI child ascend an abandoned mansion in pursuit of a lost balloon
- Made in Phaser3 using JavaScript in a three person team working remotely with GitHub
- Acted as lead programmer building a finite state machine for AI behavior, dynamic level changes managing resources with visible inactive levels, and optimized physics

Willow Wood Refuge – 7 months (ongoing) **Spring 2021**

- Operating as lead programmer on an 2D pixel platformer game where you play as a hermit helping out a small group of refugees to survive in the forest you call home after some unknown attack took their homes from them
- Built in the MonoGame framework C# in a team of ten people managed with GitHub
- Developing a simple physics engine, NPC idle dialogue system/display, monster AI, tile map system, and camera view matrix for rendering
- Managing task assignment and assisting other programmers with their tasks

SKILLS

Programming Languages: C, C++, C#, Java, JavaScript, Python, MIPS

Engines: Unity, MonoGame, Unreal Engine 4, Godot, Phaser 3

Utilities: GitHub, TortoiseSVN, Trello, Jira, Notion, Makefiles, Adobe Photoshop, Adobe Illustrator, Maya, Substance Painter, Excel Spreadsheets

EDUCATION

University of California, Santa Cruz **Graduating June 2021**
B.S. in Computer Science: Computer Game Design **GPA: 3.85**

Sacramento City College **Transferred Summer 2019**
IGETC Certification

AWARDS

University of California, Santa Cruz Dean's Honors List x5 **Fall 2019 to Fall 2020**
Earned a quarter GPA of 3.73 or better while enrolled in 15 or more quarter units

American River College Highest Honors **Fall 2018**
Earned a semester GPA of 3.5 or better while enrolled in 12 or more semester unit

Sacramento City College Highest Honors x2 **Spring 2015, Fall 2017**
Earned a semester GPA of 3.5 or better while enrolled in 12 or more semester units