Alec Wolf

Software Developer

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SUMMARY

Developer with 2+ years professional and 8+ years academic/hobby experience in 2D and 3D game development for web and PC. Experience working in a range of engines and languages using version control both solo and within a team of artists, designers, and programmers to produce high-quality games.

KEY SKILLS

- Agile Software Development
- Technical Documentation
- Testing and Troubleshooting
- Pipeline Management

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, C#, C++, C, Python, Java, HTML, CSS, GLSL, HLSL, YAML

Engines/Libraries: Unity 2D/3D, Unreal Engine, UEFN, MonoGame, Godot, Phaser, Three.js, React.js

Utilities: Git, Visual Studio, Azure Boards/Pipelines, Slack, Microsoft Teams, Blender, Texture Packer

PROFESSIONAL EXPERIENCE

Associate Developer – *House of How Games LLC*   *March 2022 – May 2024*

Developed web-based gambling games using a proprietary engine, developed custom tools, managed build pipelines, and worked on other projects within the studio to fill in gaps. Collaborated with other developers to create classes and functions in shared submodules to ease development of future games.

DraftKings, Balloon (TypeScript, C#) – *Solo Developer*   *Fall 2023*

- Operated as a solo developer, working with artists and designers to integrate assets and create a cohesive game
- Engineered a proxy backend engine used in this and future games to expedite development
- Developed a controller for Spine assets to provide seamless animations with multiple tracks
- Collaborated with other engineers and the client to address CX concerns with latency

DraftKings, WWE Blackjack (TypeScript, C#) – *Lead Developer*   *Winter 2022*

- Coordinated with another developer to integrate new assets, animations, and particle effects
- Constructed new functionality for UI features such as variable title belts and information slides
- Optimized performance on lower-end devices to maintain a reasonable frame rate

PROJECTS

Willow Wood Refuge (MonoGame C#) – *Lead Developer*   *Spring 2021*

- Implemented a bespoke 2D physics engine, NPC AI behavior, stylized dither shadow shader, and various weather effect shaders
- Created additional utilities and functionality for tile map parser, asset management, camera view matrix, and rendering pipeline

Something Fishy (UE5, C++, Blueprints) – *Solo Project*   *Summer 2020*

- Designed eight behavior forces for simulating flocking fish, along with a cell grid to optimize visibility calculations
- Developed prototypes for procedurally generated island meshes using Three.js

EDUCATION

University of California, Santa Cruz   *Graduated June 2021*

B.S. in Computer Science: Computer Game Design, *magna cum laude*