

Alec Wolf

Software Developer

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SUMMARY

Game developer with 2+ years professional experience creating 2D and 3D web-based games within a team. Experience developing in a range of engines and languages, using version control, and collaborating with a team of artists, designers, and programmers to produce high-quality games.

KEY SKILLS

- Application Development
- Agile Development
- Coding
- Project Delivery
- Pipeline Management
- Documentation
- Testing and Troubleshooting

TECHNICAL SKILLS

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

Engines/Frameworks: Unity, Unreal Engine, MonoGame, Godot, Phaser

Utilities: Git, Visual Studio, Azure DevOps, Trello, Jira, Adobe Photoshop, Adobe Illustrator, Maya, Blender, Substance Painter, Excel Spreadsheets

PROFESSIONAL EXPERIENCE

Associate Developer – House of How

March 2022 - Present

- Developed multiple web-based card and luck games using a proprietary engine to quickly produce high-quality games.
- Coordinated with artists, designers, and project managers to integrate assets, develop tools, and create a polished visual experience.
- Collaborated with other developers to create classes and functions in shared submodules to ease development of future games.
- Optimized game performance on a variety of platforms to maintain reasonable frame rates on lower-end devices

PROJECTS

Willow Wood Refuge – Team of 12, Lead Programmer, 7 Months

Spring 2021

A 2D classic pixel style platformer/exploration game developed in the cross platform MonoGame framework. The player, a hermit living in a dangerous forest, must explore, forage, and cook to nurse a lost group of refugees back to health.

- Developed a bespoke 2D physics engine, idle NPC dialogue system, NPC navigation and behavior AI, 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
- Collaborated with producer to create schedules, tasks, and manage a realistic scope throughout the project

EDUCATION

University of California, Santa Cruz

Graduated June 2021

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