

# Alec Wolf

Software Developer

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## SUMMARY

Developer with 2+ years professional and an additional 6+ 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 • Unity 3D • Unreal Engine • MonoGame • Godot • Phaser • Three.js • React.js

### Utilities:

Git • Visual Studio • Azure Boards/Pipelines • Slack • Microsoft Teams • Blender • Texture Packer

## PROFESSIONAL EXPERIENCE

### *House of How Games LLC – Associate Developer*

*March 2022 – May 2024*

Developed multiple web-based gambling games in a proprietary engine, created custom tools, managed build pipelines, contributed to shared code submodules, and helped on other projects within the studio.

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

*Fall 2023*

- Operated as a solo developer, working with artists and designers to integrate assets
- Engineered a proxy backend engine used in this and future games to expedite development
- Developed a controller for Spine assets to manage 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 an acceptable frame rate

## PERSONAL PROJECTS

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

*Spring 2021*

- Implemented a bespoke 2D physics engine, NPC AI behavior tree, 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 (UE4, C++, Blueprints) – Solo Project*

*Summer 2020*

- Designed eight behavior forces to simulate flocking fish and a cell grid to optimize calculations
- Developed prototypes for procedurally generated island meshes using Three.js in the browser

## EDUCATION

### *University of California, Santa Cruz*

*Graduated June 2021*

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