

Alec Wolf

Software Developer

Ashland, OR (Open to Relocation)

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SUMMARY

Developer with 2+ years professional experience and an additional 6+ years academic/hobby experience with 2D and 3D web-based, PC, and mobile games. Experience working with a range of tools, engines, and languages, using version control both for solo development and within sprint-based agile teams.

KEY SKILLS

Agile Software Development • Technical Documentation • Testing/Troubleshooting • Pipeline Management

TECHNICAL SKILLS

Languages:

TypeScript • JavaScript • C# • C++ • C • Python • Java • HTML • CSS • GLSL • HLSL • YAML

Libraries/Utilities:

Git • Visual Studio • Azure Boards/Build Pipelines • Slack • Microsoft Teams • Three.js • React.js

PROFESSIONAL EXPERIENCE

House of How Games LLC – Associate Developer

March 2022 – May 2024

Developed multiple 2D and 3D web-based games in a proprietary engine, created custom tools, managed build pipelines, contributed to shared code submodules, and helped other teams within the studio.

DraftKings, Ride It Out (TypeScript, C#) – Solo Developer

Spring 2024

- Collaborated with artists and designers to reach milestones and address client concerns
- Iterated on layouts and UI behaviors with weekly S3 builds to share updates and fixes
- Implemented new Spine solutions for animated felt and UI to consolidate game information
- Created a template card game and poker proxy backend engine to expedite development
- Optimized performance to maintain acceptable FPS without compromising user experience

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

Fall 2023

- Operated as a solo developer, working with artists and designers to integrate and optimize assets
- Developed a new proxy backend system used in new games to allow earlier start to development
- Engineered a controller for Spine assets to cohesively manage animations on multiple tracks
- Coordinated with other engineers and the client to address CX concerns during high latency

HOBBY/ACADEMIC PROJECTS

Just A Maze (Unity C#) – Solo Project

Summer 2024

- Designed a 3D non-Euclidean maze demo with procedural generation algorithm to allow infinite exploration in a limited space
- Wrote HLSL shader to create invisible portals for seeing multiple locations as continuous

Willow Wood Refuge (MonoGame C#) – Lead Developer

Spring 2021

- Implemented a bespoke 2D physics engine, NPC AI behavior tree, stylized dither shadow GLSL shader, and various weather effect shaders
- Created additional utilities and functionality for asset management and rendering pipeline

EDUCATION

University of California, Santa Cruz

Graduated June 2021

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