





# Alex Rose

Game Engineer

## CONTACT

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## SKILLS

- Unity Development
- C# Programming
- C++ Programming
- Github
- Android Development
- Rapid Prototyping
- Collaborative coding
- Soft Skills

## AWARDS

### Healthcare Games Showdown Best Programmer

Overall best programmer and game engineer at the 2019 Healthcare Games Showdown

### TAGD Semester Game Jam Gold Finish

Second place finish with the entry first person tetris as a take on the "Alternate Perspective" theme.

### Boy Scouts of America Eagle Scout

The Highest accolade and rank available demonstrating leadership, dedication, and capability

## PROFILE

An accomplished Game Engineer working in both a commercial and experimental capacity, with over three years of work experience. Leading development in projects such as the summer 2020 release of Planet Rover. The experimental therapy game Mentalis for TransSeven Studios, and consulting on the Therapon project for Texas Children's hospital. Additionally, an award winning programmer, and vice president of Texas Aggie Game Developers, the IGDA chapter of Texas A&M University.

## EXPERIENCE

### Developer Consultant

TYM Studio / Clutch | Houston | 2019 - 2021

Assisted in the creation of content development tools for Clutch, which raised nearly 3,000,000 dollars in venture capital, to be used in the development of WebApps as a hired consultant under TYM Studio. Delivering new and impactful software tools to the platform to be used by consumers on a global scale.

- Produced professional content at regular intervals
- Worked alongside senior development to manage and document new features
- Created tailor made products in conjunction with University of Houston

### Programming Lead

AT&T Development Team / TYM Studio | Houston | 2019 - 2019

In conjunction with games industry veterans, as the team lead software engineer, developed the therapy game Mentalis, a browser based tool for dealing with and comprehending uneasy feelings and emotions for both patient and practitioner.

- Developed on new and exclusive and cutting edge software Clutch.
- Produced working prototype in less than thirty days with an active team of three
- High intensity live-streamed environment that is in production for a TV series

### Lead Software Engineer

Safety Dad Studios | College Station | 2018 - PRESENT

Lead team development of projects such as Planet Rover, One Player Online, How and Deep Does This Go and several smaller experimental projects

- Working in the Unity Game Engine. With strong organization with audio, visual and design departments for fast production cycles