Alic **Szecsei**

SOFTWARE ENGINEER · GAME DEVELOPER

146 Friendship St, Iowa City, IA 52245

 319.438.2542 | aszecsei@gmail.com | alic-szecsei.com | aszecsei | alic-szecsei

Objective

Looking for a full-time entry-level gameplay programming position starting after May 2019

Skills

Languages	C, C++, C#, JavaScript/TypeScript, Python, Lua, Java, Rust, Dart, Go
Engines	Unity, Unreal Engine 4, XNA/MonoGame
Other	MongoDB, MySQL, Tableau, SteamVR, Linear Algebra, Shaders, Unit Testing, Docker, Jira, Git, Perforce

Games & Projects

BugHunters 2 *Jan. 2018 - May 2018*

A VR game built with C# in Unity in which users pilot a ship using HTC Vive remotes. Implemented motion controls, movement system, and bullet pooling.

Internet of Followers (1st Place, Midwest Big Data Hackathon) *Sept. 2017*

A VR application using Unity to interpret and visualize data representing a Twitter follower network in 3D space. Implemented spring force simulation to determine optimal node placements.

Bee Dodger (published) *Jan. 2017 - Apr. 2017*

A JavaScript/HTML5 canvas game using a custom-built engine. Features include support for animated sprites, audio, menus, and a local leaderboard.

Work Experience

Edammo, Inc. *May 2018 - Present*

SOFTWARE ENGINEERING INTERN *Iowa City, IA*

- Profiled and optimized critical C++ code to improve overall performance by 28.3%
- Lead development of public-facing API and microservice architecture for machine-learning solutions

University of Iowa *Jan. 2016 - Present*

TEACHING ASSISTANT *Iowa City, IA*

- TA for undergraduate algorithms, data structures, and introduction to computer science courses, leading discussion sections
- Teach in Robot Theater outreach programs, applying principles of animation and robotics to NAO humanoid robots for live theater

State Farm *May 2017 - Aug. 2017*

SYSTEMS INTERN *Bloomington, IL*

- Programmed a Processing shader to use Kinect motion tracker data for an interactive display board

University of Iowa *Jan. 2016 - Dec. 2016*

RESEARCH ASSISTANT *Iowa City, IA*

- Developed web, iOS, and Android applications for the National Advanced Driving Simulator and the College of Public Health

Allscripts *July 2014 - Jan. 2016*

ASSOCIATE SOFTWARE ENGINEER *Springfield, IL*

- Developed the FollowMyHealth iOS app, collaborating with developers to maintain feature parity with Android and web interfaces

Education

University of Iowa *Aug. 2016 - Estimated May 2019*

MASTER OF COMPUTER SCIENCE *Iowa City, IA*

- *Relevant Coursework*: Virtual Reality, Design & Analysis of Algorithms, Compiler Construction, Information Visualization
- *GPA*: 3.7/4.0

University of Iowa *Aug. 2010 - May 2014*

BS IN COMPUTER SCIENCE *Iowa City, IA*

- *Relevant Coursework*: iOS App Development, Distributed Systems, Database Systems, Operating Systems

Service & Leadership

2018-2019 **Vice President**, Students in Technology and Sciences

2018-2019 **Vice President**, EPX Video Game and Animation Studio

2018 **Event Organizer**, EPX CON, the Midwest's largest animation and gaming conference

2017-2018 **Scheduling Director**, EPX Video Game and Animation Studio