

Alex Hoyt

Programmer/Game Designer

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Projects

Associative Press (2016) <http://associativepressgame.com/>

Programmer / Writer / Game Engine

- Designed a game engine from scratch with 3 other programmers in C++
- Implemented sound, level design, art, menu systems and story lines
- Participated in weekly interactive meetings with artists, programmers and designers
- Awards - Design Innovation UCSC Sammy Awards 2016

Evanshire Gardens (2016) <http://www.evanshiregardens.com/>

Web Designer

- Designed a basic website for Evanshire Gardens, a home and garden wedding business
- Designed a website from scratch using CSS, HTML and JavaScript
- Implemented a gallery, Q&A section, homepage and description page

Coevolution (2015) <http://hoyterrific.github.io/coevolve/index.html>

Programmer / AI designer

- Designed a program for bees to coevolve with plants
- Implemented procedural generation for bees to evolve and basic bee movement
- Used HTML, CSS and JavaScript

Stealth Invasion (2015)

<http://hoyterrific.github.io/stealthgame/prototype/index.html>

Programmer / Artist

- Designed a sprite based game for web browser in CSS, HTML and JavaScript
- Designed and implemented sprite sheets and pixel art
- Implemented menu systems, collision detection, character controls and game systems

Portfolio: <http://hoyterrific.github.io/>

Education

University of California Santa Cruz (2012-2016) - Bachelors of Science in Computer Science: Computer Game Design

Skills

Languages - C++, C#, HTML, CSS, JavaScript and Java

Tools - Photoshop, Unity, Blender, Github, Notepad++ and Visual Studio