
Alex Hoyt - Programmer/Game Designer

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Education

University of California Santa Cruz - *Bachelors of Science in Computer Science: Computer Game Design, graduated June 2015*

Technical Skills

Languages: C++, C#, Java, Python, CSS, HTML, and JavaScript

Misc: Familiarity with GitHub, Photoshop, Android Studio, Microsoft Visual Studio, Notepad++ and Blender

Previous Project Experience

Associative Press - 2016

Awards - UCSC Sammy Award for Design Innovation

Website - <http://associativepressgame.com/>

Roles - Programmer/Game Engine/Writer

Languages - C++

Misc - I worked in a team with 4 other programmers to create a game engine from the ground up. Associative Press puts players in the role of a cameraman in the midst of a political crisis. For this project I had a large part in creating the game engine as well as implementing sound, artwork, game states, menu systems, level designs and bug fixes.

Evanshire Gardens (Web Browser) - 2016

Website - <http://evanshiregardens.com/>

Roles - Web Designer

Languages - JavaScript, HTML and CSS

Misc - Designed a basic website for Evanshire Gardens, a home and garden wedding business.

Stealth Invasion (Web Browser) - 2014

Website - <https://people.ucsc.edu/~blauwill/StealthInvasion/prototype/>

Roles - Programmer/Artist

Languages - JavaScript, HTML and CSS

Misc - A 2D game where the player must hide an increasing amount of Russian soldiers into a Ukraine village. A 4 person project made during my junior year. I implemented the collision detection, menu systems, character controls and artwork.