

# 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 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
- Used 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

- Implemented procedural generation for bees to evolve alongside flowers
- Implemented bee movement and aesthetics
- 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** - Customer Service, Photoshop, Unity, Blender, Github, Notepad++, Microsoft Office Suite and Visual Studio