

Shadai Alexander

240-340-6697 |

alexandershadai3@gmail.com | [linkedin.com/in/shadai-alexander](https://www.linkedin.com/in/shadai-alexander) | <https://salexa2.github.io/>

EDUCATION

George Mason University

Bachelor of Science in Applied Computer Science, Concentration in Game Design

Fairfax, VA

Jan. 2022 – May 2024

- **GPA:** 3.5/4.0
- **Relevant coursework:** Software Engineering, Visual Computing, Database Concepts, Game Programming, Data Structures, Statistics
- Dean's List: Spring 2024

John Tyler Community College

Associate in Computer Science

Midlothian, VA

Jul. 2019 – Jun 2021

Godwin E. Mills HighSchool

Advanced Diploma

Henrico, VA

June 2019

EXPERIENCE

US Rater

11/11/2022 – 08/13/2023

Telus International- 10 Hours per week

Remote

- Analyzing and providing feedback on text, web pages, images and other types of information for leading search engines on a self-directed schedule.

Customer Experience Assistant

06/01/2021 – 12/31/2021

CarMax - 40 hours per week

Richmond, Va

- Completed administrative tasks and supported customers online and over the phone by answering questions, conducting follow ups, resolving conflicts.
- Contributed to team engagement by creating activities to enhance team morale.

PROJECTS

Scene Through | C

January 2024 – April 2024

- * Manage the design and creation of game assets and ensuring seamless integration into the game environment.
- * In charge of front-end coding for the user interface, optimizing UI elements for performance and responsiveness.
- * involved in puzzle design, balancing difficulty levels, play-testing, and integrating puzzles into the overarching game narrative.

Dorm Dazzle | C++

September 2023 – November 2023

- * Designed my own game engine and developed an idle dorm decorating game that allows the player to decorate a dorm room.
- * Designed the Graphical User Interface along with a vast collection of isometric sprite objects.
- * Implemented various features and functionality such as inventory, money, and saving functionality.

Study Sigma | Python

Jan 2023 – May 2023

- * Developed a study app for a course project for college students that uses complex algorithms, to take in a YouTube URL and retrieve a transcription from the video. The app can generate a short summary for the transcription, creates flashcard sets, and includes a calendar and study plan generator.
- * Implemented multi-language support within the app, enabling users to seamlessly interact with the software in various languages.
- * Developed and designed the Graphical User Interface, focusing on user-friendly interactions and an intuitive visual experience.

TECHNICAL SKILLS

Languages: (4 years)Java, (1 Year)Python, (3 years)C/C# /C++, (Basic Knowledge)SQL

Developer Tools: Git, Visual Studio, PyCharm, Eclipse, Unity, Maya, Blender

Libraries: CustomTkinter, Tkinter