

# Alexander Kuang

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## Work/Team Experience

**Love Heist Romeo** : Lead Programmer

Sep 2020 - Nov 2021

I was the lead programmer of *Love Heist Romeo*, a year-long senior capstone project for the UCSC Game Design program that I also continued after graduating. As the lead programmer, I collaborated with all of the departments and sought feedback often to iterate on my own work.

**Regal Cinemas** : Floor Staff

Sep 2021 - Current

## Education

**University of California, Santa Cruz** : B.A. Computer Game Design

2016 - 2021 — Santa Cruz, CA

- Final GPA: 3.38
- Chinese Student Association Banquet Volunteer Worker for 3 years

## Skills

**Communicative** :

I can accurately convey information with different people with different personalities. As **lead programmer** for *Love Heist Romeo*, I coordinated with my 13+ team members very often, seeking feedback for various features such as sprite quality and animation frame rate.

**Malleable** :

I'm a very quick learner. In my final year at UCSC, I learned 3 different programming languages. I've picked up a variety of different software including a majority of the **Adobe suite** as well as **Unity**. I also became pretty well versed in how to use **GitHub**, allowing for our team to easily have complete version control. Along with my tasks as lead programmer, I learned how to **animate our artists' assets using keyframes and in-game physics**.

**Strong Problem Solving** :

In my time as lead programmer, I've had to quickly come up with **solutions to very specific problems**. I went out of my way to come up with a solution that not only solved the problem at hand but also any similar, future problems as well.