Alexander Kuang

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Experience

Love Heist Romeo : Lead Programmer

2020 - Present
- Constant communication with other departments
- Unity/C# and accompanying language proficiency

Education

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

2016 - 2021 — Santa Cruz, CA
- GPA: currently 3.31
- CSA Banquet Volunteer Worker for 3 years

Cesar Chavez High School : High School Degree

2012-2016 — Stockton, CA
- GPA: 3.1
- Academic Decathlon participant for 2 years
- MESA participant for 2 years
- AVID Tutor for 3 years

Skills

Communicative :

I believe that I can accurately convey information and navigate conversations with different people w/ different personalities. As **lead programmer for "Love Heist Romeo"**, I coordinated with my team members very often, seeking feedback for ostensibly every feature that I implemented.

Malleable :

I have learned many different programming languages in my time at UCSC as well as different software that requires varying skill sets. I am proficient in **Java** and **C/C++**, and I taught myself **C# for Unity**. To diversify my skill set, I learned how to work with **Adobe products** and am relatively **proficient in DAWs/music production software** such as Reaper.

Well-Rounded :

While academia has taught me the majority of the skills I know today, I've also been relatively proactive outside of it, too. I've done **volunteer work** for various organizations and events, such as my high school-run "CHiPs for Kids" or CSA's Banquet, where I helped manage the coordination for the distribution of food for guests. I was also a **tutor** for many years, where I helped kids ranging from 2nd-10th grade in a range of subjects.

Hobbies & Interests

In my free time, I cook for my family and try to keep up with what's happening in music, film, games, etc.