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. There, I collaborated with many different departments such as Art and Sound to iterate and improve our end product.

Regal Cinemas : Floor Staff
Sep 2021 - May 2022
At my local Regal Theater, I had many roles including concessions, ushering, restocking, and maintenance.

Education

University of California, Santa Cruz : B.S. Computer Game Design
2016 - 2021 — Santa Cruz, CA
- Final GPA: 3.38

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 while also giving constructive critiques of their work.

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.

Strong Problem Solving :

In my time as lead programmer, I've tested the limits of my game and 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.