

Alec Wolf

Software Developer

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SUMMARY

Game developer with 2+ years professional and 8+ years academic/hobby experience creating 2D and 3D games within a team. Experience developing in a range of engines and languages, using version control, and collaborating with a team of artists, designers, and programmers to produce high-quality games.

KEY SKILLS

- Application Development
- Agile Project Management
- Coding
- Documentation
- Testing and Troubleshooting
- Pipeline Management

TECHNICAL SKILLS

Programming Languages: TypeScript, JavaScript, C, C++, C#, Java, Python, HTML, CSS, GLSL, HLSL

Engines/Frameworks: Unity, Unreal Engine, UEFN, MonoGame, Godot, Phaser

Utilities: Git, Visual Studio, Azure DevOps, Trello, Jira, Adobe Photoshop, Adobe Illustrator, Maya, Blender, Substance Painter, Excel Spreadsheets

PROFESSIONAL EXPERIENCE

Associate Developer – House of How

March 2022 - May 2024

Developed multiple web-based card and luck games using a proprietary engine to quickly produce high-quality games, as well as being flexible to work on other projects in UEFN and using Razor Pages. Collaborated with other developers to create classes and functions in shared submodules to ease development of future games.

PROJECTS

Draft Kings - Balloon – Solo Developer

Fall 2023

- Operated as a solo developer, working with artists and designers to integrate assets and create a cohesive game.
- Engineered a proxy backend engine used in this and future games to expedite development.
- Created a controller for Spine assets to provide seamless animations operating with multiple tracks.
- Collaborated with other engineers and the client to address CX concerns with latency.

Draft Kings - WWE Blackjack – Lead Developer

Winter 2022

- Coordinated with another developer to integrate new assets, animations, and particle effects.
- Constructed new functionality for UI features such as variable title belts and information slides.
- Optimized performance on lower-end devices to maintain a reasonable frame rate.

Willow Wood Refuge – Lead Developer

Spring 2021

- Developed a bespoke 2D physics engine, idle NPC dialogue system, NPC navigation and behavior AI, stylized dither shadow shader, and various weather effect shaders
- Created additional utilities and functionality for tile map parser, asset management, camera view matrix, and rendering pipeline

EDUCATION

University of California, Santa Cruz

Graduated June 2021

B.S. in Computer Science: Computer Game Design, *magna cum laude*