

Alexander T. Devik

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School Address:

1999 Burdette Ave Apt. G-22
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Objective

To obtain an entry-level programming position in order to build a career

Education

Rensselaer Polytechnic Institute (RPI), Troy, NY

Degree: Dual Bachelor of Science - Games and Simulations Arts and Sciences/Computer Science

Expected: May 2013

Relevant Project Work

Game Architecture

- Building a basic 3D game engine

Spring 2013

Experimental Game Design

- Created three games.
 - "Shape Shift" – Basic 2D game in Unity that serves as a tool for teaching associations
 - "Sumoto" – 2D textured racer built in a 3D environment in Unity
 - "Daydream" – 2D infinite runner made with FlashDevelop with Flixel libraries

Spring 2013

Software Design and Documentation

- Developed an automated room selection system to be used by RPI.
- Project required extensive documentation.

Spring 2012

Game Development II

- Created top-down action role-playing game using Unity, from design inception to finished product.

Spring 2012

Game Development I

- Created three computer games and one android game in varying teams.
 - 2D scrolling shooter with Pygame
 - 3D arena-style vehicle fighter with Panda 3D
 - 2D scrolling survival with Corona SDK
 - 3D game designed under the topic of polyrhythm with Unity

Fall 2011

Interactive Narrative

- Developed a text-based investigation game utilizing TADS-3.
- Story and character development intensive.

Fall 2010

Relevant Courses

- **Introduction to Artificial Intelligence:** Worked in Python to create basic text-based artificial intelligence games.
 - **GSAS Research Project:** Conducted research and formally documented findings, describing specific video game engines, engine design as a whole, and their components.
 - **Other Courses:** Computer Science I, Data Structures, Operating Systems, Computer Organization, Database Systems, Introduction to Algorithms, Models of Computation, Programming Languages, Designing Interactive Characters, Game Mechanics, Introduction to Game Design, History and Culture of Games
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Skills

- Programming utilizing supplementary software for game/software design and creation. Experience in C, C++, C#, Python, and ActionScript 3; basic experience in Lua, Javascript, HTML, SQL, and Assembly
 - Microsoft Office (Word, Powerpoint, Excel)
 - Ability to work under tight deadlines in a team environment.
 - Leadership, Communication, Documentation, and Writing skills.
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Professional and Social Affiliations

Sigma Chi Fraternity – Delta Psi Chapter

- Brotherhood Chair (April 2011 – April 2012)
- Network Chair (April 2010 – April 2011)

Naval League/Sea Cadet Corps.