Alexander Theodore

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- Published game programmer seeking experience in the Games industry
- Accomplished presenter who has delivered valuable insights to CEOs, professors, and a state governor.
- Self-motivated entrepreneur who built a small business in their local community.
- Adaptive developer with experience in Virtual Reality and Multiplayer Networking

SKILLS

C#, Javascript, Python, SQL
Unity, Unreal, VR development, Github, Trello
Multiplayer Networking, State Machine Programming, Tools Programming

WORK EXPERIENCE

Game Design Instructor   June 2024 - August 2024

Internal Drive Tech – Seattle, WA
- Taught Unreal Engine 5 and Unity to classes of up to 12 students
- Supported regional team remotely to restore students' projects and maintain VR equipment
- Coordinated with regional team to improve courses for both instructors and students

Virtual Reality Developer   March 2024 - June 2024

The Commons XR – San Diego, CA Remote
- Designed a procedural animation system for a VR avatar walk cycle driven by inverse kinematics
- Collaborated with the data team to deliver engagement analytics of students during sessions
- Supported developers with extensive technical documentation of the animation systems
- Synchronized complex animation state across the network with optimized serialization

Technical Consultant   Dec 2022 - Jul 2023

TheMathCompany Inc, Chicago, IL
- Tailored explanations of highly specialized subjects such as data storage solutions to resonate with audiences of various technical backgrounds.
- Presented findings to the leadership of multiple companies, including Chief Executive Officers and Chief Technology Officers.
- Gained subject matter expertise and created guides for AI-driven analytics technology for a team of over 30 analysts

EDUCATION

Bachelor of Science (B.S.) - Economics   Sep 2018 - Jun 2022

University of Washington, Seattle, WA
Cumulative GPA of 3.69
Annual Dean's List 2020-2021

PROJECTS

Cooking Fist - Designer and Programmer   Dec 2024 - Present
Unreleased Commerical Project
- Engineered a 2-D fighting game engine
- Streamlined AI development with a reactive Behavior tree pattern
- Designed custom tools for editing AI behavior with a graph node interface.
- Fostered an online following with engagement and interviews

Combined Arms - Gameplay Programmer   Nov 2023
Game Jam Project
- Realized team designer's vision of complex enemy behavior with Finite State Machines
- Guided a team of 6 through conflicting design philosophies to remain in scope while not comprising the work of individual contributors
- Enhanced game feel with a custom physics system
- Supported game designers with extensive tools and documentation for managing enemies

Uncanny VR - Designer and Programmer   Oct 2023
Game Jam Project
- Created a decision tree system that allowed enemies to adhere to different tactics over time.
- Personalized player experience with a dynamic difficulty system to inform enemy behavior
- Implemented a custom object pooling system to maximize game performance
- Produced a scalable system for creating dynamic changes to the environment

Shadow Punk Simulator - Designer and Programmer   Jun 2021 - Present
Personal Project
- Navigated Third Party API to gain a deeper understanding of multiplayer networking
- Empowered users to create their own levels and characters with data persistence
- Wrote a robust Graphical User Interface system to display nested tooltips and submenus