

Contact

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Education

- B.Sc. in Math in progress
PT University of Toronto
2018-present
- Game Development
Advanced Programming
Sheridan College
2013-2014
- Computer Programming
Diploma
Sheridan College
2012-2013

Languages

- JavaScript
- C++
- C#

Game Engines

- Phaser JS
- Unity
- Cocos2d-x

Version Control

- Git
- SVN
- Perforce

Alexander Lee

Game Developer

Profile

I'm a passionate and dedicated game developer with over 3 years of professional experience specializing in the Unity and Phaser JS engines. Self-development is vitally important to me. Naturally, this means I enjoy reading books, taking online courses, and learning from other developers to expand my knowledge-base. I'm looking to tackle my next big challenge to help push my skills to the next level!

Professional Experience

Game Developer

SMARTeacher Inc - 2016-2018 - ON, Canada

Prodigy Game is the most engaging math game in the world! My responsibilities included: implementing game features in Phaser using JavaScript, optimizing assets and code for performance, user testing in schools, fixing bugs, and managing releases. Since I was the only game developer a couple of years ago, I had the unique opportunity to teach and onboard new game developers as our team grew rapidly.

- JavaScript
- Git for code
- Phaser JS
- SVN for assets
- Jenkins for automated builds

Mobile Game Developer

N-Fusion Interactive - 2014-2016 - NJ, USA

I worked full-time remotely on a couple of unannounced titles developed in Unity for mobile. I helped create content creation tools for designers on both titles and worked with the built-in animation system. I also integrated Facebook and in-app purchases.

- C#
- Unity

Other Skills

- .NET
- OpenGL
- Agile
- Scrum Methodologies
- Release Management

References

References available upon request.

Mobile Game Developer

Vinyl Games Studio - 2014 - ON, Canada

I was a full-time programmer for the alpha version of Astro Guardians. I worked on the menu system and HUD. I was also responsible for implementing gameplay features.

- C#
- Unity

Projects

Boids AI 2D

Personal Project - 2015

Boids is an artificial life program, developed by Craig Reynolds in 1986, which simulates the flocking behaviour of birds. I implemented the alignment, cohesion, and separation behaviours and various flock properties with an XML data-driven system. It could simulate up to 900 "boids" at 60fps!

- C++
- Cocos2d-x

osu! Beatmap Editor

Personal Project - 2015

This is a tool for editing .osu files for the osu! game client. If a song isn't fast enough to challenge you anymore then use this tool to increase difficulty values including Approach Rate, Circle Size, HP Drain, and BPM (Beats Per Minute)! Create new beatmaps based on existing difficulties with all of your new properties.

- C#
- WinForms
- SoundTouch Audio Processing Library

Little Miss Aligned

Wind-Up Games - 2013-2014

Little Miss Aligned (pun intended) is a puzzle game that makes use of perspective as its core mechanic. Objects that appear separated by large distances could be "snapped" together to create new pathways! We had the privilege to showcase it at Level Up where it took third place for Best Art, and Best Overall Game Design.

- C#
- Unity