

Alex Garbus

Independent Video Game Developer

alexgarbus.com

WORK EXPERIENCE

Gameplay Programming Intern, Round Table Studio, Richmond, KY - *January 2019 - May 2019*

- Utilized Unity to contribute to the development of *AntiVirus: Cyber Guardian*
- Programmed enemy behaviors
- Rigged and animated 2-dimensional sprite models
- Marketed game through social media, livestreams, and conference showcases

Summer Intern, True Industries Inc, Bowling Green, KY - *May 2018 - September 2018*

- Utilized Unity to contribute to the development of an unreleased mobile phone game
- Reviewed, tested, and optimized existing code to improve quality and performance
- Programmed radar system and user interface functionality
- Simplified dialogue system implementation

PROJECT EXPERIENCE

The Explors: Pyramid Explorers - *July 2019 - September 2019*

- Worked with an artist to create an arcade/dungeon-crawler PC game in Unity
- Programmed all gameplay mechanics, including single and local multiplayer game modes, random dungeon generation, and enemy behaviors
- Achieved 1st place in the Kentucky State Fair Video Games category

Flewberry - *June 2018 - August 2018*

- Worked with an artist to create an arcade/simulation PC game in Unity
- Programmed all gameplay mechanics, including random platform generation, stat tracking, and character customization
- Designed art for level objects and character accessories
- Rigged and animated 2-dimensional player model
- Achieved 3rd place in the Kentucky State Fair Design Web Interactive Art category

EDUCATION

Code Louisville, C# .NET, Louisville, KY - *February 2020 - May 2020*

Eastern Kentucky University, Computer Science, Richmond, KY - *August 2017 - December 2019*

SKILLS

Unity, C#, C++, JavaScript, Python, Git, Inkscape, Paint.NET, FireAlpaca, Sony Vegas