

Alex Garbus

Independent Video Game Developer
alexgarbus.com

SKILLS

- High level of familiarity with the Unity game engine and C# programming
- Proficient in designing bitmap and vector art assets for games
- Understanding of the game development process from conception to completion

WORK EXPERIENCE

Game Developer (Contract), Louisville, KY – *January 2020 – Present*

- Communicated with clients to develop game prototypes
- Programmed 2-dimensional and 3-dimensional game mechanics
- Designed artwork and animations for 2-dimensional games
- Developed a production-ready mobile arcade game for Iron Horse Cinema

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

- Programmed enemy for a dungeon crawler game
- Rigged and animated 2-dimensional models
- Marketed through social media, livestreams, and conference showcases

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

- Tested and optimized code for an adventure game
- Implemented new gameplay systems upon existing code

PERSONAL PROJECT EXPERIENCE

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

- Programmed random dungeon generation, enemy behaviors, single and local multiplayer game modes, and stat tracking
- Achieved 1st place in the Kentucky State Fair Video Games category

Flewberry - *June 2018 - August 2018*

- Programmed virtual pet interaction, random level generation, character customization, and stat tracking
- Designed artwork and animations for game objects
- Achieved 3rd place in the Kentucky State Fair Design Web Interactive Art category

EDUCATION

DePaul University, Bachelor of Science in Computer Science (Game Systems Concentration), Chicago, IL - *Expected June 2022*

Code Louisville, Certificate of Completion in C# Development, Louisville, KY - *May 2020*