




# Alex Rose

Gameplay Engineer

## CONTACT

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## Education

**BS Electrical Systems Engineering**  
Texas A&M University | 2023

## SKILLS

- Unity, Unreal
- C#, C++, Python, Lua, Java
- Version Control
- Android Development
- Collaborative coding

## AWARDS

### Battery Buddies

#### Chillenium - Best in Programming

Lead Programmer and Designer, beat over 230 other competitors

### Healthcare Games Showdown

#### Best Programmer

Overall best programmer at the 2019 Healthcare Games Showdown

### TAGD Semester Game Jam

#### Gold Finish

First place finish with entry "How Deep Does This Go"

### Boy Scouts of America

#### Eagle Scout

Highest rank, given for leadership, dedication, and capability

## PROFILE

Professional Gameplay Engineer with a passion for crafting innovative gameplay experiences. Over four years of experience in a professional environment. This includes the AR Therapon project for Texas Children's Hospital, the innovative therapy game Mentalis for Tym Studios, and the educational Alula Island. Recognized for programming excellence with multiple awards and former Vice President of Texas Aggie Game Developers, Texas A&M University's IGDA chapter. Possesses strong technical abilities, a quick learning aptitude, and a passion for delivering high-quality code.

## EXPERIENCE

### Unity Programmer

Alula Learning | Bryan, TX | 2022 - PRESENT

- In charge of rapid prototyping of the Alula Island Vertical Slice
- Extensive coordination with design, audio, art, and writing departments
- Works in the Unity Game Engine to create optimized cross platform gameplay
- Creates in engine tools to raise the efficiency of the art and design departments
- Implements minigames from given design specifications for the overworld
- Writes optimization tools for the rendering of the game to low spec devices

### Developing Consultant

TYM Studio / Clutch | Houston, TX | 2019 - 2021.

- Worked as a hired consultant on both gameplay and commercial software
- Created Backend interaction for the OnTap bartender project
- Implemented content at regular intervals for the Clutch standard market library
- Completed and documented 6 ready for client packages
- Worked alongside senior development to manage and document new features
- Created intermediary code to connect MongoDB database with c# and javascript

### Programming Internship

AT&T Development Team / TYM Studio | Houston, TX | 2019

- Created Mentalis, a browser based game and psychiatric tool
- Developed on the brand new software Clutch, learning it in one week
- Worked under Industry veterans, functioning as small team programming lead
- Produced working prototype in less than thirty days with an active team of three
- Implemented modular and extensible tools for the creation of custom scenarios
- Worked in high intensity filmed environment, later turned into documentary