

Alex Sarnese

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Objective

Seeking a game development internship as a programmer.
Available May 2021 – August 2021.

Education

Rochester Institute of Technology(RIT)

Bachelor of Science, Game Design and Development, GPA: 3.88

Rochester, NY

Expected August 2021

Coursework: Game Development & Algorithm Problem Solving II (C#), Interactive Media Development (Unity, C#), Client Programming (Javascript, C#, ASP.NET), AP-Computer-Science-A (Java), Rich Media Web App Dev II (Javascript, NodeJS), Foundations of Mobile Design (Dart, Flutter), Level Design, 3D Animation and Asset Production, 2D Animation and Asset Production

Skills

Languages: C#, Java, Python, JavaScript, HTML, CSS, Dart

Software: Visual Studios, Unity, IntelliJ, Eclipse, ASP.NET, Flutter, Monogame, Maya, Git

Internships

Software Intern at BrickSimple (December 2019 - January 2020) (May - August 2020)

- Learned Python and created many scripts and tools to parse and handle data and are still use today.
- Worked collaboratively with a team using Google Dialogflow machine learning platform to help answer healthcare questions from patients without human intervention.

Academic Projects

Venator (February-April 2018)

- Create a 2D shooter game in Monogame with C# in a group of four.
- Created the code architecture for the enemy class, developed a variety of weapons with different behaviors, and created a class to handle the spawning locations of enemies in each wave.
- Presented playable demo to a group of 30 students. Venator was one of two playable games out of 6 total games that were created by the groups in class.

Minecraft Projects and Accomplishments

Created several large and popular Minecraft Mods (June 2018 – December 2020)

- Designed & created many open-source mods for Minecraft Java Edition; “Ultra Amplified Dimension”, “The Bumblezone”, “Repurposed Structures”, “Overgrown Cities” (Was part of a team for a ModFest)
- **2.7+ million total downloads** for all mods: <https://www.curseforge.com/members/telepathicgrunt/projects>
- Collaborated with other open-source developers via a Discord chat to assist in the debugging. Help countless other experienced and new developers with getting their world generation mods working.

Other Accomplishments within the Minecraft Community

- Moderator for two years on an app called “Seed Pro – Minecraft Edition” which had over 10 million users. Dealt with members that violated established policies; continuously scanned the app to make sure all posts were on topic and in the correct sections. (June 2014 – November 2016)

Clubs Activities and Volunteering Experience

- Programmed a robot in Java at FIRST Robotic club for three years. (August 2012 – May 2015)
- Volunteered for 150 hours at Ben Wilson Senior Center as table setter and cook’s assistant. (August 2016 – May 2017)