

Alex Sarnese

ajs2877@rit.edu (preferred)

267-486-5388

Portfolio: <https://www.sarnese.com> / <https://github.com/TelepathicGrunt>

Objective

Seeking a software development opportunity that focuses on my core programming skills in various languages, including C#, Python, and Java.

Education

Rochester Institute of Technology, Rochester, NY

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

Coursework: AP-Computer-Science-A (Java), Client Programming (JavaScript, C#, ASP.NET), Casual Game Development (Unity, C#), Game Dev & Algo Prob Solve II (C#), Interactive Media Development (Unity, C#), IGM Production Studio (Unity, C#)

Skills

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

Software: Visual Studios, IntelliJ, Git, GitHub, Eclipse, Unity, Unreal, Monogame, ASP.NET

Internships

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

- Developed in Python to process Google Dialogflow conversations (output) to parse and process the data for quality control purposes.
- Worked collaboratively with a team using Google Dialogflow machine learning platform to help answer healthcare questions from patients without human intervention.

Unity Developer at RIT's Lake Ontario Project (June - August 2021)

- Co-developed a working prototype to simulate the impact of flooding in a vulnerable area using an accurate to-scale model.
- Researched and developed a workflow to process and consolidate various sources of geospatial data within ArcGIS Pro, exported the processed data into ArcGIS CityEngine to convert the data into 3D models. The models were then imported into Unity to illustrate how flooding reacts to real-world buildings and terrain shapes.

Minecraft Projects and Accomplishments

Created several large and popular Minecraft Mods (June 2018 – Present Day)

- Designed & developed over 5 large open-source mods for Minecraft Java Edition: "Repurposed Structures", "Ultra Amplified Dimension", "The Bumblezone", "World Blender", "Blame"
- Currently have over 9 million total downloads,
<https://www.curseforge.com/members/telepathicgrunt/projects>
- Collaborated with other open-source developers via a Discord chat to assist in the debugging of their mods. Help countless other experienced and new developers with getting their world generation mods working.
- Created a Java mod, "Blame" as a diagnostic tool that will help users and developers resolve hard-to-debug crashes or bugs by validating the game's state during runtime to identify issues and write the info to the log file. This tool has received over 650,000 downloads.

Academic Projects

Blob-Blob Game (January – August 2021)

- Lead programmer on a 2D Casual puzzle game created in a team of four for Casual Game Development class and development continued afterwards.
- Released the game publicly on itch.io
- Game URL: <https://telepathicgrunt.itch.io/blob-blob-game>

Venator (February – April 2018)

- Co-designed and developed 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 a playable demo to a group of 30 students. Venator was one of two playable games out of 6 total games that were assigned to the student teams.

References available upon request