Alexander Zapalac

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Objective: Game/Level Designer

Work Experience:

- **Game Design Instructor**, Ex'pression College, started January 2016
- **Programmer Intern**, Solopower inc. June 2012- August 2012.
- **Programmer Intern**, Space Dwarves Entertainment, February 2014 - April 2014.

Education:

- Master of Science in **Games and Playable Media**, UC Santa Cruz, September 2014 - August 2015.
  Thesis: Worked on a shipped puzzle game with three other students. The game can be viewed and downloaded at www.eruptiongame.com.

- Bachelor of Arts in **Engineering**, emphasis in Networking and Digital Technology,
  UC Santa Cruz, December 2013.

Skills:

Game Design

- 2 years of experience in video game design, including physical prototyping, completing Alpha and Beta milestone goals, polishing for release, and releasing a finished game.
- 1 year of experience in tabletop role-playing game design, including item list generation, class and character creation, monster design, and world building.
- 1 year of experience in game audio programming, using FMOD studio system.
- 3 years of experience with the Unity game engine - Created three games and worked on six projects in total using the engine.

Programming:

- 2 years of experience in Java, with an emphasis in search and path-finding algorithms, data structures, and basic game development.
- 3 years of experience in C#, with an emphasis in game development, procedural content generation, and evolutionary algorithms.
- 1 year of experience in Matlab, with an emphasis in image processing, signal processing, linear algebra, and numerical methods for solving differential equations.
- 1 year of experience in C, including state machines, data structures, and robotics programming.
- Some experience in graphical interface programming using ISE Design Suite and MaxMSP.

Engineering:

- FPGA logic design. including sequential logic and Verilog.
- Analog circuit design including passive filters.

Projects:

- Designed and prototyped a strategy board game.
- Helped design and playtest a fully functional tabletop role-playing game
- Completed a prototype video game in three weeks
- Wrote a custom fluid dynamics algorithm
- Helped design and create a fully autonomous robot that could navigate an obstacle course and fire ping-pong balls at enemy robots.
- Created a single-player version of Pong on an FPGA chip using Verilog.
- Worked on an online brawler game and a digital card game.