Gameplay Programmer
www.alexandertbaird.me/

Alexander T. Baird

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Skills

Languages: C/C++, C#, Java, Python, JavaScript
Environments: Microsoft Visual Studio (MVS) 2019, Unreal Engine 4, Unity (5.4.4f1)
Game Engines: Unreal Engine 4 (Blueprint and C++), Unity, Custom C++ Engine
Additional Tools: Perforce, Assembla, Azure, Jira, Github, Git, Adobe Photoshop, 3DS Studio Max

Industry Experience

Microsoft – Minecraft Marketplace | *Software Developer* | C++   **Sep 2021 – Current**

- Design, Develop, optimize and maintain bug-free features in proprietary existing software technology, across multiple platforms (PC, Android Devices, Nintendo Switch, Playstation).
- Write, plan and maintain documentation on desired features.
- Iterate upon proprietary existing software technology so as to adopt it to the SDL framework.
- Develop menus and core systems for features crossing between the marketplace, dressing room, and game.
- Worked on massive initiatives such as the new standard characters.
- Work with multiple teams in various time zones to insure a quality user experience.
- Third party contractor through Collabera Inc.

Gamigo US Inc. | *C++ Gameplay Engineer* | C++/ActionScript   **Jan 2021 – Jul 2021**

- Design, implement well-engineered, secure, reliable, maintainable, and bug-free applications and systems
- Integrate online services into gamigo games.
- Develop and maintain networking systems on different gaming platforms.
- Develop and document technical coding
- Integrate existing client/server systems with 3rd party platforms
- Identify technical, security and developmental risks/obstacles and generate solutions
- Optimization of data and packets sent between the game client and the game servers.
- Follow best practices, processes, and systems standards
- Keep up to date on state-of-the-art methods, practices, and technologies

Cat Daddy Games | *Senior Gameplay Engineer* | C#/C++   **Oct 2019 – Nov 2020**

- Design, develop, write, implement, and debug code
- Work with proprietary existing software technology and build new technology
- Identify technical and developmental risks/obstacles and generate solutions
- Generate system documentation and test cases for assigned systems
- Provide the team with feedback regarding tasks allotted time and schedule concerns
- Collaborate with the QA staff in order to identify and fix bugs in a timely manner

House Pixel Games | **Mowin' & Throwin'** | *Gameplay Programmer* | Party Game (Steam)   **Aug 2017 - Jun 2019**

- Develop and preserve gameplay systems
  - Port game to Nintendo Switch
    - Work with Nintendo Dev Environment, refactored code to be optimized for platform
    - Made sure passed Lot Check
  - Program via UE4's C++ and Blueprint, as well as instantiate coding standards
  - Make builds and upload onto Steam platform
  - Convert blueprint to C++
  - Collaborate with artists, designers, and QA to achieve vision of project
  - Develop Lawnmower tilt system, achieve cartoonish physics
  - Iterate upon the code for grass growing/cutting in the game
  - Engineer item selection system algorithm
  - Conduct how player input is handled by menus and pawns

Education

SMU Guildhall - *Masters in Interactive Technology, Software Development* (Plano, TX)   **May 2017**
Southern Methodist University - *Bachelors of Science, Computer Science* (Dallas, TX)   **May 2015**