ALEX HUNT

131 Gidley Town Road - Dartmouth, MA 02747 alexmhunt3@gmail.com - alexmhunt.com - 774-264-0388

OBJECTIVE:

Full-Time remote position in Game Programming

EXPERIENCE:

Quality Assurance Tester, Weathered Sweater

Sep 2020 - Feb 2022

- Contracted for 8 remote testing sessions
- Tested 4 video games for gameplay balance, bugs, and player experience

EDUCATION:

Worcester Polytechnic Institute (WPI), Worcester, MA

Bachelor of Science in Computer Science and Interactive Media and Game Development,

December 2021

GPA 3.56/4.0

PROJECTS:

Major Qualifying Project (MQP), Worcester, MA Aug 2020-Mar 2021

Nova: Using Temporal Scaling for Latency Compensation in a Cloud-based Game

Collaborated on a team of three students to develop a video game in Unreal Engine 4 with built-in latency compensation and deployed it to Google Stadia's cloud-based gaming platform. Designed and implemented a latency compensation system that increased the amount of time a player could complete an action in the game as the game's network latency increased and ran a study with 27 users to assess the compensation's effects on player performance and quality of experience. Gave PowerPoint presentations of the latency compensation system's design and the study's results to Google Stadia developers.

SKILLS:

Programming Languages: Java, C, C++, C#, JavaScript, HTML/CSS, Python, Go

Operating Systems: Linux, Windows

Applications: Git, AWS, Unreal Engine 4, Unity Engine, Microsoft Office (PowerPoint, Word, Teams),

Adobe Photoshop

ACTIVITIES:

Secretary/Campus Affairs Officer, The Alliance oSTEM Affiliate Chapter, WPI Feb 2019-May 2021

- Coordinated with WPI to reserve spaces for weekly LGBTQ+ advocacy events.
- Coordinated communication with oSTEM, an international professional organization with over 100 student chapters.

Interim Vice President, The Alliance oSTEM Affiliate Chapter, WPI

Sep 2018-Feb 2019

- Assisted in the organization and running of "Great Sex Day," a multi-club safe sex and healthy relationship advocacy event that had over 50 people and 20 clubs in attendance.
- Reached out to more than 20 on-campus and off-campus organizations and coordinated their involvement in Great Sex Day.
- Delegated event planning work to other members of The Alliance's executive board.