

Alexander J. Lockwood

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Objective: To obtain a position in software development.

Education:

Bachelor of Computer Science

College of Engineering, Michigan State University

East Lansing, MI

- Graduated May, 2014
- Bachelor of Computer Science, specialization in Video Game Design

Skills:

- Programming Languages
 - Familiar with C#, C++, Python, Javascript, vim
 - Novice with MySQL, CSS, HTML, Actionscript
- Operating Systems
 - Proficient in Windows environments
 - Familiar with Unix and Mac OSX environments
- Miscellaneous
 - Experienced in Spanish, Novice in Georgian

Experience:

IT Support (MSU IPF)

August 2009 - August 2011, May 2013 - March 2014

East Lansing, MI

Supported software and hardware for large userbase (500+)

- Worked with Windows 7, IE8 - IE10, FAMIS, Autodesk suite, Active Directory
- Tested, diagnosed, and replaced hardware components on PCs and laptops
- Set up and troubleshoot software on Android phones and iPads
- Extensive user interaction and communication

Video Game Programmer (Triquetra Games LLC)

May 2012 - February 2013

East Lansing, MI

Developed a 3D shopping mall and item browsing/arranging application

- Programming for application using C# and JSON, handling thousands of products
- Work with teams handling other roles solely via online communication
- Complete tasks under constant deadlines, accommodate frequent client requests

Video Game Programmer (MSU GEL Lab)

August 2011 - May 2012

East Lansing, MI

Developed a house management simulation, called Spartan Villa, for fun and learning

- Program for educational games, using Unity3D IDE and mainly C# scripting
- Built editor tools and did gameplay and UI programming
- Collaborate with team to design, create, improve, and test new games

Projects:

MSU Senior Design Project May 2014

January 2014 -

Developed the *Medications Shortages Dashboard*, a web application for medical use

- Developed in Visual Studio 2012, ASP.net MVC4, C#, CSS, and HTML
- Used Microsoft Server 2008 with a SQL database, accessed via REST layer
- Included RSS parsing and CSV uploading/parsing

Extracurricular:

- Spartasoft (Video Game Design Club)
 - Create video games using Unity3D and C#, including bi-monthly *game jams*
 - Held officer position
- Eagle Scout (Boy Scouts of America)
 - Organized workflow of numerous volunteers to assist me in constructing gazebo
- Independent Game Development
 - Intern at Adventure Club Games; develop Flash games using Actionscript 3