

# Alexander Gifford

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## Profile

Entry level computer programmer with four years experience coding in C#, as well as skill in C++ and Python. Familiar with object-oriented programming, Head of over twelve programming-related group projects, experience with management and leadership. Additional skills in working with Adobe Photoshop, Illustrator, InDesign, and Premiere. Adaptable, efficient, and determined.

## Skills

- Knowledge in C#, C++, Python, and HTML
- Experienced with agile process framework management, such as SCRUM
- Adobe Photoshop, Illustrator, InDesign, and video editing with Premiere
- Microsoft Office (Word, Powerpoint, Excel, etc.)

## Experience

### Lead Gameplay Programmer, Puddle Jump Games (Internship)

Manassas, Virginia

SUMMER 2019 – SPRING 2020

- Lead programmer for gameplay systems and mechanics in the *Duck Hunted* project for *Puddle Jump Games*, lead by Matthew Nolan
- Designed and programmed mechanics in C# (Artificial Intelligence, Input Systems, Inventory and UI Manager, Projectiles, Object Classes, etc.)
- Coordinated with a team of 12 to organize and optimize large project development

### Programmer / Project Lead, Lettuce Make Games

George Mason, Fairfax Virginia

FALL 2019 – PRESENT

- Manager and director of 6-person game development team called *Lettuce Make Games*
- Worked to design and develop a garden simulation and fighting game hybrid known as *Cropkick*
- Lead programmer, developed various systems and features such as Controller Registration, UI, Dynamic Audio Management, Animation State Machines, and Data Storing/ Recalling.

## Education

George Mason University

*Computer Game Design, Bachelors of Fine Arts*  
expected 2020, current GPA of 3.92