

Alex Contreras

GAME DEVELOPER · SOFTWARE ENGINEER

Bethesda, MD · Remote | (614) 802-7074 | alexsmart007@hotmail.com | alexcontrerasgames.com | github.com/alexsmart007 | linkedin.com/in/alex-contreras

8+ games built · Unity · C# · C++ · 3+ yrs games industry · B.S. CS & Eng (OSU), Cum Laude

SUMMARY

B.S. in Computer Science & Engineering from Ohio State (Cum Laude) and a gameplay programmer with 3+ years in a professional game studio. Ships systems in Unity & C# (with C++ / Unreal) on a strong algorithms & data-structures foundation, and — within a QA role — took on a software-engineering project building an automated data pipeline as a platform Builder. Collaborates daily with engineers, designers & artists across agile cycles, and builds games on his own time. Seeking a gameplay / software-engineering role in games.

EXPERIENCE

QA Engineer

08/2023 – Present

Big Huge Games (a Xsolla studio) — Remote

- Collaborate with engineers, designers & artists in an agile studio; test & debug gameplay, economy & monetization systems on a live iOS / Android title, balancing scope / quality / pace — 3,300+ test executions and 840+ Jira tickets filed across releases.
- Took on a software-engineering project within the role: as a “Builder” on an internal Xsolla platform, architected an automated data pipeline linking recorded sessions & demos to project workstreams in a Neo4j graph database — idempotent scheduled batch jobs, schema design (confidence / rank / evidence), and a precision/recall evaluation, on a distributed international team.

Game Mechanics Developer

12/2022 – 08/2023

ACCAD Game Mechanics Library — The Ohio State University

- Implemented reusable Unity / C# gameplay mechanics (Wall Jump, Ladder & Wall Climb) and white-box prototypes with designers; debugged existing systems to spec and maintained the public library site.

Teaching Assistant — Computer Science

2020 – 2023

The Ohio State University

- TA for CSE 3902 (game-project course — design patterns, data structures), CSE 3541/5541 (game & animation), and CSE 2221 (data structures & software components); mentored students and communicated complex concepts.

SELECTED PROJECTS

- **Yips** — AI-detection detective game; players use voice, dialogue & image cues to tell humans from AI, with branching dialogue (team of 4). [Video ↗](#) [Code ↗](#) [Download ↗](#)
- **Masked Melee** — local-multiplayer turn-based 1v1 duel game; built the simultaneous-action combat resolution in Unity / C#, with custom shaders (ShaderLab / HLSL) and an ASP.NET back-end (team of 5). [Video ↗](#) [Play ↗](#) [Download ↗](#)
- **Soul Purpose** — story-driven adventure; investigate a home and interrogate a reaper's victim through branching moral decisions (team of 4). [Video ↗](#) [Code ↗](#) [Download ↗](#)
- **StarGazer** — adventure puzzler; craft antidotes from gathered materials via logic & dialogue puzzles (team of 5). [Video ↗](#) [Code ↗](#) [Download ↗](#)
- **Tank Game** — enemy AI, bouncing-projectile physics & procedural levels in Unity; Unreal Engine / C++ port in progress. [Video ↗](#) [Unity ↗](#) [Unreal/C++ ↗](#)
- **Other** — Ninja Frontier — 3D platform-fighter (wall-running, combat, 4 levels); Starman — Unity visual-novel, in progress. [Ninja Frontier: Video ↗](#) [Code ↗](#) [Starman ↗](#)

SKILLS & EDUCATION

Languages: C#, C++, C, Python, Java, SQL, x86-64 Assembly

Engines & Tools: Unity, Unreal, MonoGame, Git, Subversion, Visual Studio, Blender

Foundations: Algorithms & data structures, design patterns, OOP, gameplay systems, enemy AI, procedural generation, physics, Agile/Scrum

B.S. Computer Science & Engineering

The Ohio State University — Columbus, OH · Minor in Game Studies

Cum Laude · GPA 3.64 / 4.0 · 2023