ALEX HICKS

OBJECTIVE

As a developer my goal is to create high quality interactive experiences for all users to enjoy.

PROFESSIONAL ACHIEVEMENTS

CODING HIGHLIGHTS

Creating architecture solutions to handle cross-platform devices working together to create a unique sales centre experience.

APPLICATIONS

Deploying and supporting 15+ applications on a wide range of devices such as Windows, iOS, and Android.

UI / UX

Designing and implementing custom masking techniques to help transition between sections.

Implementing coding standards and best practices for the flow of new applications.

SKILLS

Languages: C#, C++, Lua, MySQL, Php, Node JS, AS3

Tools: Unity, Visual Studio, SVN, Git, Adobe Suite

Project Platforms: Clubhouse, Trello, Monday, HacknPlan

Collaborating closely with designers to ensure designs are translated into Unity.

Leading post deployment support and development updates for 15+ applications.

Proficient in Agile (Scrum) project methodologies.

Adept organizing, planning and time management skills.

WORK HISTORY

INTERMEDIATE INTERACTIVE DEVELOPER / DESIGNSTOR

APRIL 2017 – PRESENT

Working within Unity and C# to implement project designs and animations.

Working with Project Managers and Designers to ensure projects are completed within given the time frame.

Providing time estimates to Project Manager for tasks and projects.

Handling application integration with back-end databases using Php and MySQL.

Creating frameworks to handle integration with model lighting controllers provided by 3rd party companies.

Leading post deployment support and development updates for applications.

FREELANCE / RED PANDA GAMES

JANUARY 2018

Created an AR based application used in an art gallery installation hosted by the University of Western.

JUNIOR INTERACTIVE DEVELOPER / DESIGNSTOR

JUNE 2015 – APRIL 2017

Developing interactive applications used in sales galleries across North America.

Handling project maintenance for legacy project applications using Adobe Flash and AS3.

Providing feedback and quality control to applications before deploying to ensure products were up to standards.

EDUCATION

ADVANCED DIPLOMA - GAME DEVELOPMENT / NIAGARA COLLEGE

Maintained an Honours Standing throughout the three-year course.