Alexandra Fig
Interactive Programmer

Experience

Interactive Programming Intern
Twenty Four 7 2019

• Built an interactive Game of Thrones Map with a touch screen input, projected onto a TV using Unity.
• Built VR app selection menu for the Vive using Unity where applications can be loaded in dynamically from a textfile.
• Participated in user flow meetings for interactive projects and outside design meetings. .

Programming Intern
Jumpdrive Studios 2016

• Developed unit testing system.
• Implemented TDD.
• Collaboration on gameplay bugs (ex. minimap, shaders).

Office Temp
Sussman Shank LLC 2018

• Updated finacial records.

Lifeguard
Portland, Parks, and Recreation 2013-2015

• Facility maintenance, CPR, First Aid, and Lifeguard certified.

Projects

Mystery Medium
Unity 3D/VR, 2019

• Finalist in Intel University Games Showcase.
• "I especially liked Mystery Medium by @bosscatgames - part VR, part party game/murder mystery/escape room. Super innovative." - Roger Chandler.
• Custom controller, VR murder mystery party game.
• Worked as lead level designer for the two mysteries created.

Baking Bots
Unity 3D, 2018

• Finalist in RPI Game Fest
• A game where you are a robot contestant, competing in a robot baking competition, using robot ingredients.
• Implemented appliances, ingredients, and judging mechanics.
• Used Jira with small team for development.

Education

B.S. Computer Science & B.S. Games Simulations
Rensselaer Polytechnic Institute
Graduated December 2018, GPA 3.29

---

figdev.weebly.com

Alexandra Fig

pixelatedfigs@gmail.com

503 260 3398

Tools

Unity 3D
Unreal
C/C++
C#
Java
Python
Git
Jira

Traits

Motivated
Communicative
Leadership
Organized
Collaborative

Interests

Hiking
Multi-media journaling
Cross Stitch
Bouldering
Dungeons and Dragons