

ALEXANDER LONGAZO

alexlongazo@gmail.com

EDUCATION

University of Southern California

Master of Science, Computer Science
Specialization in Game Development
GPA 3.92

Aug 2017 – May 2019

University of California, Irvine

Bachelor of Science, Computer Science
Specialization in Networking
Summa Cum Laude
GPA 3.95

Sep 2014 – Jun 2017

TECHNICAL SKILLS

Development Platforms: Windows 7, Windows 10, Mac OS X, Unix, Linux, PS4, Xbox One, Facebook Instant Games

Languages: C++, C, Python, Java, C#, JavaScript, x86 Assembly Language

Tools: Microsoft Visual Studio, Perforce, PS4/Xbox One Development Kits, Eclipse, Git, Vim, Wireshark, MySQL, Unity, Unreal Engine 4, Phaser, PrimeEngine, ServiceNow, IBM Endpoint Manager-BigFix, Bomgar Representative Console, Microsoft Office, iMovie, MuseScore

PROJECTS

Teddie And I (C++/Unreal Engine 4)

Aug 2018 – Present

- Developing a single player, 3D side-scrolling platformer game for PC and PS4 about a boy and his teddy bear Teddie trying to escape a realm of nightmares
- Role: Engineer, Technical Designer

Elmina (C#/JavaScript/Unity)

Sep 2017 – Present

- Developing a single player, first-person educational game/virtual tour that lets players explore Elmina Castle
- Role: Programmer, Game Designer

Sankofa (C#/Unity)

Jan 2017 – Present

- Developed a single player, third-person educational game with role-playing game elements for children in middle school that teaches them about the history of Ghana.
- Role: Programmer

NBA 2K18/NBA 2K19 (C++)

Jun 2017 – Aug 2017; May 2018 – Aug 2018

- Helped with the development of a AAA game title by working with the presentation team on overlays and user interfaces throughout the game
- Role: Software Engineer Intern

EXPERIENCE

2K Games, Visual Concepts, Novato, CA, *Software Engineer Intern*

Jun 2017 – Aug 2017; May 2018 – Aug 2018

- Developed the NBA 2K18 and NBA 2K19 video games with a large development team and code base
- Solved numerous bugs and implemented features into the game
- Learned how to setup development kits and develop for numerous systems including PlayStation, Xbox One, and the Nintendo Switch
- Gained experience in developing during crunch time right before the game's release

UCI Institute for Virtual Environments and Computer Games, Irvine, CA, *Software Engineer*

Aug 2017 – May 2018

- Developed two educational games, Sankofa and Elmina, to teach players about the history and culture of Ghana
- Collaborated with multiple professors and experts to ensure historical accuracy and engaging gameplay

NBCUniversal, Glendale, CA, *Games and Digital Products Intern*

Jan 2018 – May 2018

- Engineered an HTML5 Facebook Instant Game and a Roblox game
- Learned about the development process and monetization of mobile games and collaborated with developers

UCI Office of Information Technology (OIT), Irvine, CA, *Desktop Support Student Assistant*

Mar 2015 – Jun 2017

- Performed first-level computer support and answered tickets triaged from the OIT Help Desk, including routine computer troubleshooting, installing a large variety of hardware and software, moving computer equipment, setting up projectors and assisting users with general desktop support issues.