



ALEC GROVER

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PROFESSIONAL SUMMARY

Relentless and growth-driven engineer inspired to help create the next generation of games. Experienced in a wide range of development environments including C++ with Unreal, C# with Unity, and Java game development. Active member of the game development community both locally and beyond, a highly competitive game player, and a passionate advocate for accessibility in gaming.

SKILLS

- C++
- C#
- Unreal Engine
- Unity
- Java
- 3D Math
- Perforce
- Python
- SQL
- Android
- Visual Studio
- IntelliJ

WORK HISTORY

Contract Gameplay Engineer | The Imagination Room - Vancouver, BC
09/2022 - Present

Worked on a team that specializes in creating custom interactive experiences for clients using Unreal Engine 5.

- Worked on 3 projects using Unreal Engine 5 with workflows in both C++ and Blueprints.
- Highlighted contributions include creating an interactive shooting range, building a custom interaction system, and designing and creating a basketball minigame.
- Worked with a diverse team distributed across 4 countries.
- Additionally contributed extensive design work.
- Recently published an interactive experience built as a core feature of an artist's multi-media music video release event in Atlanta.

Emergency Communications Operator | E-Comm 911 - Vancouver, BC
06/2017 - 06/2020

- Received public emergency calls and coordinated the connection of emergency callers to the correct end-point authorities through both critical communication and analysis of real-time data. The first point of contact in the dispatching chain for official units such as police, fire, and ambulance services.

EDUCATION

Simon Fraser University, Burnaby, BC, Canada 10/2021
Bachelor of Science: Computer Science

Completed area of concentration in Artificial Intelligence.

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HIGHLIGHTED ADDITIONAL PROJECTS

Race Engineer Simulator - *2D Racing Strategy Game*

- Built in Unity with C# and released on Itch.io in February 2022 as a personal passion project. *RES* contains a unique strategy-based racing experience against a custom-built opposing AI.

Launch Control - *2D Orbital Simulator*

- Built in Java for a university game development course, *Launch Control* is a small physics sandbox in which you try to put a rocket into orbit. It features a hand built 2D physics system and real-world orbital mechanics.

Pixel Art Quilting – *University Term Project*

- Built in Python with a combination of PyGame and a custom engine for a course on computational photography and image manipulation. Employs a modified technique from an academic paper to generate non-repeating texture fields of any size from a single 64x64 input sample.

ADDITIONAL ACCOMPLISHMENTS

- Twice won the Canadian national Under 21 title in target shooting.
- Built a Twitch community and reached Affiliate status.
- Completed several extra-curricular courses in game design and theory while in university.