Alexander McCaleb
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Game Development Experience

The Ajay McCaleb/John Nielsen Experience   August 2011-Present
Lead Programmer/Designer
- Implemented using **Twine**, **Inform 7**, **Processing**, and **Game Maker** with **HTML** links
- An **experiment in merging** hypertext, IF, computational narrative, and ARG gameplay
- Explores the process of maturity through two intertwined storylines covering radically different lives

Rocket Warrior   January 2011-Present
Supporting Programmer/Administrative Manager
- Implemented in **C# with XNA 4.0**, ADTs including scene graphs, and software **design patterns**
- Part of a quarter-long project developed with a four person team and a group of mentors/advisors
- A combination of *Super Smash Brothers* and *King of the Hill* with emphasis on gunplay and chaos
- **Semi-finalist** for Experience Award in 2011 Sammy Awards at UCSC

Work Experience

NVIDIA Corporation   June 2012-September 2012
Systems Software Intern
- Worked with the **Video Experience Group** resolving issues with video playback on Windows
- Gained exposure to the **Windows Display Driver models** and the **video processing pipeline**
- **GPU internals** including: P-state tuning, scanline registers, shader initialization, 3D video playback
- Heavy application of problem solving skills to **debug issues** by efficient and modular means

Computational Cinematics Studio   December 2011-Present
Undergraduate Researcher
- Porting the photography game *Panorama* to the Xbox 360 for a future release date
- **Educating novice game designers**/developers into the caveats of console development
- Implementing a **game engine on the PlayStation 3** for game engine architecture education

Chronic Logic LLC   September 2010-February 2012
Software Engineering Intern
- Developed **GUI and profiling systems** for *Climb!*, an upcoming Xbox 360 game
- Oversaw further GUI standardizations and developed **software standardization systems**
- Incorporated new gameplay systems into *Zatikon*, a free-to-play PC title of high prestige
- **Xbox 360 development** experience with *Climb!* and **ActionScript** experience with *Zatikon*

University of California – Santa Cruz   September 2010-Present
Computer Science/Engineering Tutor/Mentor
- Educated CS students in: **Java**, **C/C++**, **C#, Processing**, and **computer graphics** in **OpenGL**
- Educated CE students in **logic design**, **computer architecture**, and **assembly language**
- Worked closely with CS students on academic probation to improve their academic stature
- Tutoring experience in many contexts including: one on one, group sessions, and **guest lectures**

Education

University of California- Santa Cruz   Expected Graduation June 2015
- Majors: Computer Science: Computer Game Design B.S. **and** Computer Engineering M.S.
- Minors: Applied Mathematics **and** Electrical Engineering
- 3.81 GPA as of 5/12
- Top 15% of students for 2009-2011 academic years

Cabrillo College - Completed calculus series prior to university studies
San Lorenzo Valley High School - Computer Graphics: Winner of Outstanding Career Portfolio Award
Miscellaneous - Working knowledge of **game console architecture and basics of GPU architecture**

Further details can be found at: http://people.ucsc.edu/~amccaleb/default.html