

ALEXANDER CRANE

SOFTWARE ENGINEER/GAME DEVELOPER



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SKILLS

- **Leadership** - Mentorship, president of student organization, key organizer for worldwide events, lead role in indie studio.
- **Technical** - C#, C++, JavaScript, Java, Git, SQL, XML, JSON, Hibernate, Unity, Unreal Engine 4, Docker, Kubernetes, Spring Boot, JUnit, Mockito, and agile methodologies.
- **Public Speaking** - Reporting on AR/VR/XR on public radio, and tutor for public speaking.

WORK EXPERIENCE

Unity

Software Engineer, January 2023-Present

- Full-time development of projects using Unity Engine for Unity clients in most-profitable internal organization.
- C#, Docker, AWS, Addressables, OpenStreetMaps, GPX

Avatar Partners

AR Software Engineer II, September 2021-January 2023

- Full-time development of game projects and AR/VR/XR solutions.
- Unity Engine, C#, Kafka, Addressables
- Greatly improved project startup time by optimizing addressables system.

Global Game Jam

Regional Organizer (Midwest United States) (Volunteer), 2020-Present

- Sole regional organizer for the Midwest United States (eight states), covering thirty jam sites.
- Facilitated the success of organizers' local events by seeing to their individual needs.

Cerner Corporation

Software Engineer, January 2020 - September 2021

Software Engineering Intern, May 2019 - August 2019

- Improved processing times for hospital operations by up to 1000%.
- Mentored new hires and led them towards success by teaching best practices.
- Full stack contributions using Java, Spring Boot, Hibernate, JavaScript, React, Docker, Kubernetes, JUnit, and Mockito.

University of Kansas - School of Engineering

Augmented Reality Engineer, October 2019 - January 2020

- Hired by university to design and develop AR application to be used in Civil Engineering classrooms.
- Project successfully completed using Unity engine with C# and the Vuforia SDK.
- Assisting the authoring of academic publication about this application.

ZOLOZ/EyeVerify (Alibaba/Ant Financial)

Software Engineering Intern, May 2018 - September 2018

- Designed/developed a Unity mobile application from scratch to collect biometric data to further research.
- Full stack development in in Unity game engine with C#, with connection to in-house sensor and biometric APIs.

Squigglybit

Project Lead and Co-Founder (Volunteer), November 2015 - December 2018

- Acted as project lead since the collective's inception, leading overall operations and scrum meetings.
- Held workshops to teach the principles of agile development and game engines.

- Formed strategic partnerships with local businesses.

90.1 FM KKFI

AR/VR/XR Reporter, June 2014 - June 2016

- Traveled to and created a two-part public radio special on the Augmented World Expo & AR/VR/XR industries.
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EDUCATION

University of Kansas School of Engineering

Bachelor of Science (B.S.) in Computer Science, Graduated December 2019.

President and Events Chair of KU Game Developers Association, guest lecturer for the Association for Computing Machinery (ACM).

- *HackKU 2019: 2nd place winner, Best Game Award, and workshop speaker.*
- *Global Game Jam 2019: Site organizer and participant.*
- *Ludum Dare 43, 44 & 45: Top 1% worldwide in "Innovation" category. Site organizer and participant.*
- *HackKU 2018: 4th place winner, and workshop speaker.*
- *Global Game Jam 2018: Site organizer and participant.*

Language Institute in Eutin, Germany

Study Abroad, Graduated July 2017

- Immersed in German culture and language and stayed with a host family. Program included intensive study and excursions to cities across Germany.

Johnson County Community College

Associate of Applied Science in Game Development, Dean's List, Graduated May 2015

- Game design principles, agile development, game programming, artificial intelligence, and business skills.
- Participated in Global Game Jam 2014.
- Worked with a small team for final year on a final game project using agile development.

Shawnee Mission East High School & Broadmoor Technical Center

Certificate in Animation & Interactive Media (330 hours), Diploma, Graduated May 2012

- Track & Field and National Art Honors Society.
- Attended Broadmoor Technical center for programming, interactive media, animation, and game development.