Alexander Bianca

https://goobydaniels.github.io/ | alexandertbianca@gmail.com | https://github.com/goobydaniels

TECHNICAL SKILLS

Software Proficiencies:

- Visual Studio | CLion
- Unreal Engine
- Unity
- Jira | Confluence

Programming Proficiencies:

- C++ | C#
- x86 | x64 Assembly
- OpenGL
- Git | SVN
- Powershell
- Bash
- Lua
- Swift

EDUCATION

Bachelors of Science in Game Programming

Champlain College, Burlington, VT — Class of 2026

- Cumulative 3.8 Average GPA
- Dean's List: Fall 2022, Spring 2023, Fall 2024, Spring 2025, Fall 2025, Spring 2026
- Notable classes: Inter Graphics & Anim Prog, AI for Games, Game Physics
- Semester Abroad: Montreal Quebec, Spring 2025

Minor in Mathematics

Champlain College, Burlington, VT — Class of 2026

- Notable classes: Probability & Statistics, Calculus II, Vector Calculus

Minor in Computer Science

Champlain College, Burlington, VT — Class of 2026

- Notable classes: iOS Development, Linux/Unix Programming, Intro to Assembly

PROJECTS

Lead Programmer, You're It!, Team of 9, Sep 2025 - Present

Utilized C++ and Unreal Engine blueprints to develop a networked, momentum based movement system that allows players to dive, slide, crouch, and jump to build up large amounts of speed along with Steam subnet integration allowing for in-game invites through Steam.

Graphics Programmer, OpenGL Portals, Team of 3, April 2025 - May 2025

Created an OpenGL portal shader that utilized multiple framebuffers to implement portal recursion within the bounds of a portal. With realtime customization of the portal's rotation, position, and recursion amount.

Systems Programmer, Domain Expansion, Team of 7, Jan. 24, 2025 - Jan. 26, 2025

Efficiently worked within Unity using C# to create a random code creator, code validity checker, dynamic trend system, dynamic in-game economy and randomly placed pop-up ui elements, all within a 48 hour period as part of the 2025 Global Game Jam.

AI Programmer, Procedural Terrain Generation, Solo Project, Oct 2024 - Nov 2024

Developed an infinite procedural mesh terrain generation system in Unity that utilized noise generated textures with color mapping based upon height maps, chunk loading, unloading, to generate and render a mesh with level of detail rendering.