

# Alex Manning

alex@karkanya.net | 0412 404 754 | Nanima, NSW, 2618

## Key skills

---

- Programming C#
- Programming C++
- Programming Python
- Effective within a team
- Creating systems to fulfill design parameters
- Documentation

## Education

---

### Year 12 Certificate

Radford College  
2020

### CUA51020 Diploma of Screen and Media

Academy of Interactive Entertainment  
Graduated 2021

### ICT50220 Diploma of Information Technology

Academy of Interactive Entertainment  
Graduated 2021

### 10702NAT Advanced Diploma of Professional Game Development

Academy of Interactive Entertainment  
Ongoing

## Interests

---

- Game design
- Viola
- 3D modelling

## Personal Summary

---

I am a programmer with interests in game design, procedural systems, emergent gameplay, and accessibility. I am currently working to complete an advanced diploma of professional game development at the Academy of Interactive Entertainment.

## Professional Experience

---

### Gameplay Programmer – AIE group project

October 2021 – December 2021

- Programming within a team to produce a prototype education game for the Australian National Botanic Gardens.

#### Key responsibilities

- Programming core game mechanics
- Providing modular systems for designers to use
- Integrating with other programmers' work

#### Achievements

- Delivered a functional prototype to the client on time
- Optimised the product to run on low-end hardware

### Lead Programmer – group project

July 2021 – September 2021

- Designing and programming a cross platform game within a team to implement dynamic audio systems

#### Key responsibilities

- Designing core gameplay and mechanics
- Programming gameplay and dynamic systems

#### Achievements

- Creating a cross-platform game that adapts its input methods to the target platform
- Implementing dynamic audio systems for use by a sound designer
- Creating shaders to allow for procedurally generated texturing and UV mapping