

Alex Bédard-Reid

Lead Unity Developer

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SUMMARY

I am a curious and hardworking game programmer, able to collaborate and communicate when working independently or as a team. I am always excited to learn and apply new skills to my projects, ensuring that I provide current and well-structured code.

DEVELOPMENT SKILLS

LANGUAGES	PLATFORMS	SERVERS	TOOLS	PM TOOLS
<ul style="list-style-type: none">• C#• C++• Javascript• PHP• Java	<ul style="list-style-type: none">• Unity 3D• Unreal• Game Maker• Xamarin	<ul style="list-style-type: none">• MS SQL• ASP.NET• Ubuntu• Azure• AWS• Digital Ocean	<ul style="list-style-type: none">• Rider• Visual Studio• Android Studio• xCode• Photoshop• Illustrator• Premiere	<ul style="list-style-type: none">• Monday.com• Jira• Trello• Basecamp• Hack'n Plan

EXPERIENCE

Lead Developer

June 2020 - Present

A-Game Studios Inc.

- Worked with designers and artists to deliver completed mechanics
- Managed workflow between programmers, audio engineers & artists
- Ensured that the all assets matched standards of project requirements and industry
- Worked with artists to improve overall UX while in and out of gameplay
- Prototyped new systems and mechanics to measure their validity in project
- Managed publication to SteamWorks
- Helped conduct and plan playtests to ensure product was fun & functional
- Utilised pathing algorithms to solve puzzles on dynamic spinning grids

Lead Developer

Sept 2019 - June 2020

Nessis Inc.

- Maintained existing applications and designed and delivered new applications
- Communicated with customer representatives for feedback and distribution
- Created Photo Editor plugin for existing web application
- Created & deployed REST API Servers using ASP.NET for mobile applications
- Managed and structured MS SQL Database for customers
- Developed applications using Xamarin.Forms Android & iOS
- Managed publication of applications for Playstore & Appstore

Lead VR Experience Developer

April 2016 - Sept 2019

VR Headspace Inc.

- Designed & developed next-generation VR Training platforms for high-risk manufacturing work using Unity
- Created & managed back-end servers & databases for communication with applications using Azure
- Implemented data tracking and recording for use with analytics allowing customers to understand their training
- Translated technical concepts and information into terms all parties could easily comprehend
- Coordinated with customers to create prototypes based on their unique requirements from project proposal to final delivery of products
- Setup & conducted demos at conferences, as well as on-site at customer locations to showcase VR training
- Managed team of artists & developers ensuring deadlines were met, and projects remained in scope
- Implemented a secure user authentication system & product DRM

Contract Unity Developer

June 2014 - April 2016

Clockwork Elements

- Managed front end UX & UI of projects using Unity
- Worked with Programming & art teams to improve clarity in communications
- Developed prototypes for early concepts on future & existing projects
- Helped manage publication of Steam Store products
- Managed builds & publication of applications for Playstore & Appstore

EDUCATION

University of Ontario Institute of Technology. (UOIT)

2010 - 2014

Bachelors Information Technology, Game Development and Entrepreneurship