

# Alex Bédard-Reid

## Generalist Developer

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### SUMMARY

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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.

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### DEVELOPMENT SKILLS

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#### LANGUAGES

- C#
- C++
- Javascript
- PHP
- Java

#### PLATFORMS

- Unity 3D
- Unreal
- Game Maker
- Xamarin

#### SERVERS

- MS SQL
- ASP.NET
- Ubuntu
- Azure
- AWS
- Digital Ocean

#### TOOLS

- Rider
- Visual Studio
- Android Studio
- xCode
- Photoshop
- Illustrator
- Premiere

#### PM TOOLS

- Monday.com
- Jira
- Trello
- Basecamp
- Hack'n Plan

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### EXPERIENCE

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#### Lead Developer

Sept 2019 - Present

*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 & created next-generation VR Training platforms for high-risk manufacturing work
- 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
- 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

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## EDUCATION

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University of Ontario Institute of Technology. (UOIT)

2010 - 2014

*Bachelors Information Technology, Game Development and Entrepreneurship*