

Alex Krasij

Programmer / Engineer

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EXPERIENCE

Messhof Games: Programmer of **Flywrench** game in C++ and Lua, November 2009 – Present.

- Reprogrammed indie game Flywrench for future commercial release on multiple platforms, by developing a vector graphics game engine in C++ and all game logic in Lua. Messhof's original Game Maker version was featured in museum exhibitions, was an Indiecade 2008 finalist, and received Honorable Mention for IGF 2010 Nuovo Award.

NYCgameindustry.com: Editor for www.NYCgameindustry.com website, April 2009 – Present.

- Writer of news articles relevant to the NYC area community, related to indie games and game audio.

Nocturnal Minds: Co-founder of 10+ member indie game dev group in Ozone Park, Queens, NY, June 2009 – Present.

- Programmed C++, Lua, and GLSL for two game demos, **Project: Jumpstart & Nocturnal**. Programmed animation, shader effects, GUI's, audio, map editor tool. Integrated assets, sprite sheets in Photoshop. Now using AS3/Flixel.

I'm On Your Team: Runner-up for Best Overall Game at NYU Game Center location of Global Game Jam, January 2010.

- Programmer for **I'm On Your Team** game, 4-player local multiplayer C#/XNA game, to be released on Xbox Indie.

EB Industries: Systems Engineer for industrial automation and integration projects, QA Manager, Jan 2002 – Present.

- Programmed operator interfaces and automation solutions for real-time precision energy beam welding applications.
- Integrated precision laser welding workstations, increasing capacity to accommodate yearly sales of over \$1.5 million.
- Provided high uptime support for industrial PC workstations, servers, network, software, databases, and websites.
- Reverse engineered undocumented RS-232 protocol necessary for developing data logger application in VB.
- In role of QA Manager, directed development of ISO 9001:2000 Quality Management System to achieve registration. Authored over 100 production "process control" documents, trained top management, delegated corrective actions, performed root cause analysis. Passed QA audits from Lockheed Martin, Honeywell, BAE Systems, ISO renewal.

Goldenfist: Lead Composer on **Goldenfist** Source engine mod (beat-matching RPG), March 2009 – May 2009.

- Led group of three music composers for game mod project, directed by associate production intern at AAA studio.

AlexK: Programmer of indie puzzle games, September 2003 – January 2004 and March 2006 – April 2006.

- Designed and programmed prototype for original 3D puzzle game **Recombine**, using C with OpenGL.
- Programmed Tetris-like puzzle game clone **AKpuyo**, for web deployment as Java applet.

Medication Monitoring: Web Application Programmer, June 2004 – December 2004.

- Designed and programmed data-driven web application, providing multi-user web and phone IVR interfaces.
- Utilized HTML, CSS, ASP, VBscript, SQL, MS SQL database, and Voice XML for front and back end technologies.

W.J. Phillips Design: Web Developer/Programmer, October 1999 – February 2001.

- Implemented and designed websites such as www.Sundra.com, using HTML, Flash, Photoshop, and Dreamweaver.
- Animated and digitized graphical and audio asset content. Provided technical consulting for prospective clients.

National Science Foundation (NSF): Assistive technology development project, September 1998 – May 1999.

- Developed graphical "Augmentative Communication System" software for child with cerebral palsy, in C with DirectX for speech synthesis. Earned Honorable Mention award at 25th Annual IEEE Bioengineering Conference in 1999.

SKILLS

Programming: C/C++, Lua, VB, Ruby, C#, AS3, Java, x86 asm, Javascript, XML, OpenGL, GLSL, HTML, CSS, SQL.

Tools: Visual C++/C#, Decoda, TortoiseSVN, SVN, SFML, LuaPlus, XNA, Photoshop, Flash, XCode, Mappy, Flixel, GM7.

Audio Production: MIDI, digital audio, analog synthesis, oscilloscope, spectrum analyzer, Reason, FMOD, XACT, BASS.

EDUCATION

M.S., Computer Science, New York Institute of Technology, Old Westbury, NY, Jan 2005, GPA: 4.0/4.0.

B.S., Electrical Engineering, University of Connecticut (UConn), Storrs, CT, Jan 2000.

PROFESSIONAL AFFILIATIONS

Member of International Game Developers Association (IGDA), Game Audio Network Guild (G.A.N.G.).