

Alex Gilbert

Video Game & Graphics Engineer

Burlingame, CA

815-353-7804

www.alexpgilbert.com

alexander.paul.gilbert@gmail.com

Talented programmer with a love for real time applications seeking to create epic and memorable gameplay experiences!

Skills

Game Development

- Graphics Pipelines & APIs
- Console Experience
- Tool Development
- Shader Development
- General Scripting & Algorithms

Middleware Experience

- Unity3D
- Unreal
- XNA, Libgdx

Programming Languages

- C#, C++
- Java
- GLSL / HLSL / PSSL
- JavaScript, TypeScript
- Maxscript

Software

- 3DS Max (Scripting)
- Visual Studio, Netbeans, Rider
- Source Control (Git, Perforce, SVN)

Recent Work Experience

Sony Playstation, San Mateo, CA (2018 - present)

Graphical Engineer

Responsibilities: Support 1st 2nd and 3rd party developers on graphical needs when using Sony's APIs and SDKs. Author documentation. Create developer tools. Author and present slide deck presentation on emerging technologies. Research future developer needs and gain the required knowledge to provide support

Shipped Products: HDR Scopes

Incredible Technologies, Vernon Hills, IL (2016 - 2018)

Graphical Engineer

Responsibilities: Update/Maintain rendering code for core slot engine. Fix graphical glitches Design and implement new rendering techniques. Create tools for artists and programmers.

Shipped Titles: Crazy Money Gold, Heat 'Em Up Wheel, Super Sky Wheel, Dreamstar, etc..

Pluralsight, (2018 - present)

Author

Published Courses: Swords and Shovels: Combat System for Unity

Education

University of Illinois at Chicago, Chicago, IL

- **Bachelor of Science** in Mathematics (Graduated December 2015)

College of Lake County, Grayslake, IL

- **Associate of Science** in Mathematics (Graduated December 2013)