ALEXANDER CRANE

SOFTWARE ENGINEER/GAME DEVELOPER

9202 W 82nd Terrace
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InnovateCreateCommunicate
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SKILLS

- **Technical** - C#, C++, JavaScript, NodeJS, Java, Git, SQL, XML, GPX, YAML, JSON, OpenStreetMaps, Hibernate, Unity, Unreal Engine 4, Docker, Kubernetes, Spring Boot, Jenkins, Argo, JUnit, Mockito, and agile methodologies
- **Interpersonal** - Mentorship, president of student organization, core staff member of Global Game Jam organization, reporting on AR/VR/XR on public radio, tutor for public speaking

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WORK EXPERIENCE

Unity Technologies

Software Engineer (Level 5), January 2023-Present

- Full-time development of projects in most-profitable internal organization
- Shipped projects: DARPA EDGE, S3 Digital Twin
- C#, Docker, Kubernetes, AWS, Addressables, OpenStreetMaps, GPX, Argo

Global Game Jam

Regional Organizer (Midwest United States), 2020-Present

- Sole regional organizer for the Midwest United States (eight states) covering thirty jam sites
- Facilitate the success of organizers' local events by seeing to their individual needs

Avatar Partners

AR Software Engineer II, September 2021-January 2023

- Unity Engine, C#, Kafka, Addressables
- Shipped projects: Promising People VR
- Greatly improved project startup time by optimizing addressable assets system

Oracle Cerner (Cerner Corporation)

Software Engineer, January 2020 - September 2021

Software Engineering Intern, May 2019 - August 2019

- Java, Spring Boot, Hibernate, JavaScript, React, Docker, Kubernetes, Jenkins, JUnit, JavaScript, NodeJS, and Mockito
- Improved processing times for hospital operations by up to 1000%
- Mentored new hires and led them towards success by teaching best practices

University of Kansas - School of Engineering

Augmented Reality Engineer, October 2019 - January 2020

- Unity Engine, C#, Vuforia SDK
- Hired by university to design & develop AR application for Civil Engineering classrooms
- Assisting the authoring of academic publication about this application

ZOLOZ (Alibaba/Ant Financial)

Game Development Intern, May 2018 - September 2018

- Full stack, Unity Engine, C#, UI, connection to in-house sensor and biometric APIs
- Designed/developed Unity mobile application & seven different games for biometric research

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EDUCATION

University of Kansas - School of Engineering

Bachelor of Science (B.S.) in Computer Science, Graduated December 2019.

- *President and Events Chair of KU Game Developers Association*
- *Guest lecturer for the Association for Computing Machinery (ACM)*

Johnson County Community College

Associate of Applied Science in Game Design, Dean's List, Graduated May 2015

Shawnee Mission East & Broadmoor Technical Center

Certificate in Animation & Interactive Media (330 hours), *National Art Honors Society,* Graduated May 2012