

Alexander W. S. Beuchesne

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1 (413) 347-0205

Selected Work	Game Engineer I	July 2015 – Present Filament Games, Madison, WI
	<ul style="list-style-type: none">• Implementing game features and backend for both internal and client projects• Working closely with designers, artists, and producers in small teams	
	Engineering Internship	May – Aug 2014 Subatomic Studios, Cambridge, MA
	<ul style="list-style-type: none">• Created, refined, and provided support for various developer-facing tools.• Implemented designer-driven game modifications.• Worked with a large team, utilizing Agile SCRUM development methods.	
Selected Experience	Lead Programmer for <i>We Love Nuclear Armageddon</i> (Student)	Aug 2014 – Present Game Programming Capstone, Champlain College, Burlington, VT
	<ul style="list-style-type: none">• Led programming and provided significant direction for team project.• Created highly portable C# framework, gameplay, and UI systems.• Best Design at Champlain College Senior Show, First Place at RPI GameFest 2015.	
	Lead Programmer for <i>Pierce the Dark</i> (Student)	Jan – Apr 2014 Game Production II, Champlain College, Burlington, VT
	<ul style="list-style-type: none">• Served as lead and primary engineer on a fifteen-week project.• Worked heavily with Unity3D and created an extensive library of scripts and systems.• Created a data-driven environment for procedural level generation.	
	Lead Programmer for <i>Gentleman Monroe, Sights and Sounds, and Extreme Fly Fishing 2013</i> (Student)	Jan – Apr 2013 Game Production I, Champlain College, Burlington, VT
	<ul style="list-style-type: none">• Programmed three game projects with a team of designers, artists, and programmers. Solo programmer on two, lead programmer on one.• Developed two extensive Flash frameworks to aid in production.	
	Programmer, Designer for <i>Dash</i> (Personal)	Aug – Oct 2009 Independent Venture, Dalton, MA
	<ul style="list-style-type: none">• Developed exploration platforming game with partner from scratch.• Submitted game to Indie Game Challenge 2010.	
Skills	General: Systems, Gameplay, Tools, Engine Architecture Software / Frameworks: Visual Studio, Unity, Flash, XNA Languages: C++, C#, AS3, Python	
Education	Champlain College, Burlington, VT Bachelor of Science in Game Programing (<i>summa cum laude</i>) Cumulative GPA 3.90	May 2015
Honors	Game Programming Outstanding Senior Award, Champlain College, Burlington, VT Eagle Scout Award, Boy Scouts of America	2015 2011