Alexander Rader

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Qualifications

Game Engines/ Engines: Unity 3D | GameMaker | Animal 3D

Version Control: Perforce | Git | Mercurial | Tortoise SVN

Skills: Agile Development | Creating and running Test cases & passes | Knowledgeable (C, C++, C#)

Qualities: Collaborative | Analytical | Deadline Oriented | Dependable | Hard Working

Work History

TargetCW, Bungie, Seattle, WA   August – February 2020 - 2022
Contract Generalist Tester

- Worked as an Epsilon tester, supporting Alpha and Omega teams on seasonal content
- Worked on the Release test team doing final checks on releases.
- Used in house Bungie Software to work on test passes and participate in playtests.
- Worked on Xbox One, Xbox Series X, PS4, and PS5 Dev kits as well as on PC and stadia.

Champlain College Conference & Event Center, Burlington, VT   June – August 2018
Event Scheduler & Support Personnel

- Scheduled incoming events on campus using Microsoft Office.
- Managed setup and teardown of events.
- Handled customer service for events.

Projects

Destiny 2, Action MMORPG   August – February 2020-2022
QA Generalist Tester   Team Size: 30+

- Used Grognok, Thor, and Guardian programs to test Mission Presage, season 14, and release content
- Used Ticket track to log bugs and assist with tracking features as well as THOR to create testpasses.
- Assisted with playtests and feedback in other features such as Battlegrounds and Guardian games.

Visualizer, 1st Person Rhythm Shooter   February – May 2019
Lead/AI/Tools Programmer   Team Size: 14

- Created streamlined tools in engine for designer use in creating weapons & levels
- Used built in Unity 3D AI tools to create an easily adjustable spawning system
- Managed the repository using GIT source control

Education

Champlain College, Burlington, VT   Graduated May 2019
Bachelor of Science in Game Programming with a Minor in Mathematics

- Studied abroad in Montreal
- Member of the Champlain College Game Developer's Association (CCGDA)

Other Interests

- Avid learner of history
- Fantasy Novels
- VR/AR technology
- The YouTube Gaming Community

- Videogames & TTRPGs