

Alex McGilvray

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Portfolio Website www.levelism.com

Objective:

To obtain a programming position where I can provide reliable support to a group of talented experienced programmers and consolidate my programming skills.

Skills:

Digital Art Software	Programming Libraries
3D Studio Max Maya Photoshop Mental Ray Many other misc art tools	Flixel (Actionscript3) XNA (C#/.NET) SFML (C++/OpenGL) Custom OpenGL engine (not publicly available)
Game Engines	Programming
Source Engine UDK	C/C++ C# .NET/XNA Java Actionscript 3

Experience:

Part-Time Consultation (Jan 2008-Present)

- Managed rendering and performed render optimizations for architectural visualization projects
- Developed websites for clients in the skateboarding and architectural industry

Developer - Firearms:Source (2006-Present)

- A modern warfare game built on the Valve Source Engine
- Participated in a team of over 20 developers from around the world
- Released July 2010
- Featured twice in PCGamer magazine
- Acted as Team Lead (12/2008 - 2/2010)
- Acted as Lead Level Designer (2/2010 – Present)
- Designed and fully implemented 4 levels including creating environment art assets
- Wrote character model animation script
- Have signed for future versions to use the Valve Steamworks digital distribution system

Developer/Creator - Abomination|Descent (2010)

- A flash game with the theme "Enemies as Weapons"
- Was sole creator of all design, assets and code
- Developed in Actionscript 3 and the Flixel 2D library
- Made for Ludum Dare 18 : 48 hour game development competition

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Developer/Creator - The Loop (2010)

- A Flash Game loosely based off a story from the Weird Tales periodical series
- Was sole creator of all design, assets and code
- Developed in Actionscript 3 and the Flixel 2D library
- Created all game assets including art and music

Developer/Creator - Akumamatata (2009)

- XNA Game action game compatible with the Xbox360 game console
- Was sole creator of all design and code
- Developed in C# and XNA

3D Artist - Geosmack (Dec 2006-Dec 2008)

- Created "Santa's Village on the North Pole" Google earth interactive model for Verizon
- Created Google Earth interactive model of the Valhalla golf course for the Ryder Cup international golf tournament. Duties included travelling to Kentucky to gather photographic assets, gathering geographical data, modelling the golf course, modelling the golf course foliage, creating seamless 360 degree photographic panoramas and writing Google Earth KML code.

Developer - Jungle Mist (2004 - 2005)

- A modern combat game developed on the Valve Goldsource engine
- Participated in a team of 8
- Designed and fully implemented 3 levels including creating environment art assets

Developer - Tonight Has No Moon (2004)

- Epic Unreal Engine 2k4 Game
- Participated in a team of 4
- Designed and fully implemented 1 level including creating environment art assets

Education:

BCIT CST (Computer Systems Technology) Diploma program (2010 - Present)

- Expected graduation date 2012

Vancouver Learning Network (2009 – Present)

- A BC government correspondence program
- Currently enrolled in Physics 12 and Introductory Japanese.

College Of Interactive Arts Digital Art Certificate (2004)

- Won digital art portfolio to earn scholarship
- Scholarship Student in Digital Art

BCIT Programming Introduction Certificate (2002)

Eric Hamber (Total Education satellite) Highschool Graduate (2001)

Interests :

- Cooking
- Animation
- Video gaming
- Board games and other non-video games
- Street hockey
- Drawing

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References:

Lee Salo
Lead Artist
Rockstar Vancouver
778-855-7256

Andrew Fogarty
Character Artist
Firearms: Source Development Team
andrew_f_f@hotmail.com
(phone number available on request, Andrew resides in Montreal Canada)

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