

Alic Szecsei

SOFTWARE ENGINEER · GAME DEVELOPER

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Skills

Languages C/C++, C#, Objective-C, JavaScript/TypeScript, Python, Java, SASS, Rust, Dart, Go

Frameworks Ruby on Rails, Bootstrap, Docker, Ember.js, React

Game Engines Unity, Unreal Engine 4, MonoGame

Education

University of Iowa

Iowa City, IA

MCS IN COMPUTER SCIENCE

Aug. 2016 - Estimated May 2019

- *Relevant Coursework:* Compiler Construction, Networking & Security, and Virtual Reality
- *GPA:* 3.56/4.0

University of Iowa

Iowa City, IA

BS IN COMPUTER SCIENCE

Aug. 2010 - May 2014

- *Relevant Coursework:* iOS App Development, Distributed Systems, Theory of Computation, Database Systems, and Operating Systems

Experience

University of Iowa, Computer Science Department

Iowa City, IA

TEACHING ASSISTANT

Jan. 2016 - Present

- TA for an algorithms course, a data structures course, and an introductory computer science course
- Created automated grading scripts to reduce TA and instructor workload; reduced grading times by at least 75%
- Handled classroom discussion sections with class sizes of approximately 30 students

State Farm

Bloomington, IL

SYSTEMS INTERN

May 2017 - Aug. 2017

- Full-stack development of a web survey application for measuring Agile methodology adoption among teams
 - Used Ember.js, Java Spring, PostgreSQL, and Twitter Bootstrap
- Full-stack development of an internal social media network to replace SharePoint network and improve content aggregation
- Programmed a Processing shader for a ripple effect over an image, used with a Kinect motion tracker for an interactive display board

University of Iowa, College of Public Health/National Advanced Driving Simulator

Iowa City, IA

RESEARCH ASSISTANT

Jan. 2016 - Dec. 2016

- Full-stack development for the TraumaHawk application at the University of Iowa, including mobile application built using Flutter
 - Allow first-responders to securely record and transmit details of automobile crashes to emergency rooms
 - Increased average warning times for emergency rooms from 7 minutes to 31 minutes
 - Gives E.R. physicians a better sense the severity of patient injuries
- Developed the PHR Pharmacist Connection Study app on Android for the College of Public Health
 - Used in study to determine if closer, digital communication between patients and pharmacists can improve quality of care

Allscripts

Springfield, IL

ASSOCIATE SOFTWARE ENGINEER

July 2014 - Jan. 2016

- Developed the FollowMyHealth mobile application on iOS platforms
- Integrated FollowMyHealth core web services with iOS features and functionality
- Collaborated with other developers to maintain feature parity between Android, iOS, and web interfaces
 - Used weekly scrum meetings to interface with team members
 - Documented previously incomplete features for web API by reverse-engineering web interface calls

Modnar Enterprises

Iowa City, IA

SOFTWARE ENGINEER

Aug. 2010 - June 2014

- Created series of scavenger hunt applications using camera, maps, and GPS for iOS and Windows Phone
- Programmed application designed to identify and help correct weaknesses related to basic math computation, which was a finalist in NYC Schools Gap App Challenge
- Designed location-based, real-time multiplayer fighting game

Projects

Internet of Followers

UNITY PROGRAMMER

Sept. 2017

- Won first place at the 2017 Midwest Big Data Hackathon
- Created a VR application using Unity to visualize a user's Twitter follower network in 3D space

Crimson Engine

ENGINE PROGRAMMER

Aug. 2016 - Dec. 2016

- Developed 2D game engine built on MonoGame
- Featured highly-customizable lighting, including tube-shaped lighting

2D Volumetric Lighting & Shadows For Unity

DEVELOPER

Feb. 2016

- Published 2D volumetric lighting and shadowing solution for Unity
- Used raycasting and options for multiple kinds of light sources

Game Jams

DEVELOPER

Aug. 2013 - Present

- Train Jam (2015, 2016, and 2017) - worked in team sizes of 2-3
- 7-Day Roguelike (2015) - solo development
- Ludum Dare (2013, 2014) - solo development

Outreach & Service

EPX Studio

Iowa City, IA

SCHEDULING DIRECTOR

Aug. 2017 - Present

- Set up and organized events during regular, weekly meetings
- Led two workshops for students new to game development, with class sizes of around 30 students
- Organized two conventions which bring in game developers and artists in the Midwest and around the world

Association for Computing Machinery

Iowa City, IA

MEMBER

Aug. 2016 - Present

- Volunteered at University of Iowa Computing Conference
- Assisted with catering and general set-up of weekly meetings

Robot Theater

Iowa City, IA

DEVELOPER/INSTRUCTOR

Aug. 2014 - Present

- Applied principles of animation and robotics to NAO humanoid robots for performance in live theater
- Encouraged girls to consider computer science and STEM fields as career options by teaching outreach programs with NAO robots

Honors & Awards

- 2018 **Nominated**, Hancher-Finkbine Medallion
- 2017 **1st Place**, Midwest Big Data Hackathon
- 2017 **1st Place**, Microsoft Student Partner/ACM Raspberry Pi Bake Off