Alvin K Wong

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SUMMARY

I am a self-taught software engineer. I have developed and released several apps to the Google Play Store. Those apps were originally developed using Java and Android Studio, however, they have since been re-written from scratch using C# and Unity2D. My current project is a local 8-player multiplayer top-down battle arena for PC.

EDUCATION

Udemy – The Complete 2020 Web Development Course	*January 2020*
Yandex Practicum – Full Stack Developer Course	*January 2020*
Doctorate of Pharmacy – *Northeastern University*	*2006-2012*
Bachelor of Science in Pharmaceutical Studies – *Northeastern University*	*2006-2011*

RELEVANT EXPERIENCE

EV.Unit Studios   *June 2016 to Present*

Co-Founder | Software developer

- Utilize technologies such as Java and C# to develop games in Android Studio and Unity2D, respectively.
- Experience in programming basic enemy AI behavior, game logic,player movement, hitboxes, animations, bone physics, collision detection and raycasting.
- Released several apps/games on the Google Play Store.
- Current Project: a local 8-player top-down battle arena for PC.

PROJECTS

Crobia: Enter the Petridome – https://ev-unit.itch.io/crobia-enter-the-petridome

C# | Unity2D | Windows & Mac

- This is an 8-player game in which two teams of 4 go head-to-head to complete one of several winning objectives. Different game modes include hockey, defend the base, and capture the flag. The game is designed to detect if there are 4 players per team. If there aren't enough human players, the game will place an AI player on each team to ensure a 4v4 game (unless AI players are turned off in options). An AI player's behavior is designed to "see" which target is closest to it and react accordingly, whether it is an enemy player or the game objective.

Kill Drill – https://www.play.google.com/store/apps/details?id=com.evunit.killdrill&hl=en_US

C# | Unity2D | Android & Internet Browser

- This is a mobile game in which you play as Pickles to defend the Earth. Oil rigs are randomly generated around the edges of the Earth. Each rig stores a random number of drills it spawns. Pickles is centered in the middle and players must shoot peanuts sling-shot style (pull to shoot). Points are added up in addition to a combo multiplier. High scores are stored locally.

Simon Says Clone – https://www.iralvin.github.io/Simon-Says-Project/

Javascript | HTML | CSS | Internet Browser

- A clone of the classic handheld simon says game. On each level of progression, the game will randomly pick one of 4 colors and add it to an array. The game will then iterate through the array lighting up the appropriate color to indicate to the player which colors must be clicked and in what sequence. Selecting the wrong color will result in game over and players may choose to start over.

Rock Paper Scissors Kill – https://play.google.com/store/apps/details?id=com.wonginc.alvinwong.rockpaperscissorskill&hl=en_US

Java | Android Studio | Android

- A twist on the classic game of rock paper scissors. One or two player games can be played by selecting different warriors to "battle". Short battle animations will play as soon as all players have made their selection.

SKILLS

Languages: Java • C# • HTML5 • CSS3 • Bootstrap 4 • Javascript • React.js • Node.js

Technologies:Android SDK • Parse Databases • Unity2D • Visual Studio • MonoDevelop • Sublime Text • Version Control (Git/Github) • Photoshop • Lightroom • Mobile Development • Object-Oriented Programming

WORK HISTORY

Massachusetts General Hospital – *Sterile Compounding Pharmacist*	*July 2018 to Present*
St. Elizabeth's Medical Center – *Clinical Pharmacist*	*December 2015 to January 2020*
CVS Health – *Staff Pharmacist*	*April 2012 to December 2015*