

ALEXANDR TOLSON

PROFESSIONAL SUMMARY

Experienced Software Developer with a focus on game development, Unity, and crafting immersive XR experiences, including AR, VR, and UI-driven applications. I thrive in collaborative environments, consistently seeking opportunities to advance my skills as a Software Engineer.

WORK HISTORY

Software Engineer, 01/2023 - Current GameDevHQ, Colorado Springs, CO

- Enhanced gameplay experience by implementing engaging and interactive features using Unity.
- Implemented version control systems for streamlined collaboration among team members.
- Leveraged scripting languages like C# to maximize versatility in designing unique gameplay mechanics.
- Developed immersive AR and VR games & applications
- Enhanced player immersion by designing intricate and interactive game environments.




Freelance Content Writer, 05/2014 - Current Company, Colorado Springs, CO

- Generated creative ideas for blog posts, articles, whitepapers, and case studies that resonated with target audiences.
- Proofread and formatted post to prepare for publication.

EDUCATION

Professional Game Developer Certification, Game Programming & Software Engineering, Expected in 06/2024 GameDevHQ - Remote, Online

BS, E-Business Management, 05/2007 Westwood College, Chicago River Oaks - Calumet City, IL

-  Colorado Springs, CO 96825
-  719-373-8628
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WEBSITES, PORTFOLIOS, PROFILES

- [Linkedin.com/in/alexandrtolson](#)
- [artyalex.com/portfolio](#)
- [medium.com/@alexandrmayor](#)

SKILLS

- C++
- C#
- Software Development
- Object-Oriented Programming
- Unity 3D
- XR
- SQL
- Java | Oracle
- Graphic Design
- Communication
- Problem Solving
- Blender
- Team Player
- Critical Thinking