

ALEXANDR TOLSON

Experienced Software Developer with a focus on software engineering, Unity, programming, 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**

- Leveraged languages like C# and Python to maximize versatility in designing mechanics
- Implemented version control systems for streamlined collaboration among team members.
- Enhanced application experience by implementing engaging and interactive features using Unity3D

Freelance Content Writer, 05/2014 – Current

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

EDUCATION

GameDevHQ - Game Programming & Software Engineering 01/2023 – Current **Remote, Online**

BS, Computer Science 8/2004-07/2007 **Westwood College, Chicago River Oaks**

- **Programming**
- **Electronic Business**
- **Graphic Design**

CONTACT

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PROFILE, PORTFOLIO, WEBSITES

Linkedin.com/in/alexandrtolson

artyalex.com/portfolio

medium.com/@alexandrmayor

SKILLS

C++

C#

Python

Relational Databases

Backend Development

Javascript

Software Development

Object-Oriented Programming

Unity 3D

SQL/SQLite

Oracle

Graphic Design

Communication

Problem Solving

Blender

Team Player

Critical Thinking