Ali Nicole Wallick

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Summary	Programmer passionate about developing games of all varieties. Georgia Tech alum with a background in computer science & design, currently working on games in Unity.

Experience

Engineer
Second Dinner, Irvine, CA   *2019 - Present*

- *Client Engineering*: Developing systems within Unity for an unannounced mobile Marvel game.

Software Engineer II
MobilityWare, Irvine, CA   *2016-2019*

- *Vegas Blvd Slots:* Developing and overhauling features across the game. Architect various systems to support Live Ops such as a server-customizable store, and integrating DeltaDNA with additional support for promo carousels and custom text. Programming new slot machines and their features.
- *It Fits I Sits:* Pitched concept for a mobile cat puzzle game for the annual game jam. Created a prototype with a team over a week. Won "People's Choice Award" and game was selected to be developed and released for Facebook Instant Games.
- *Unreleased Casino:* Developed games including video poker, blackjack, and keno.
- *Hot Streak Slots:* Assisted in porting the iOS native mobile game to Unity

UI Programmer
Red 5 Studios, Irvine, CA   *2015 - 2016*

- *UI Programming:* Development of many major UI elements including elite levels, PVP HUD, reward screens, and radar. Created several libraries for common menu/HUD elements. Modifications and improvements to many more areas.

Software Engineer
Kaneva, LCC, Atlanta, GA   *2011 - 2015*

- *UI Programming:* Constructed and coded many of Kaneva's core menus. Architected and programmed the menu animation system.
- *Game Programming:* Part of a team responsible for designing and scripting a Lua-based game development environment built on top of the virtual world.

Personal Projects   *2011 - Present*

- *Critter³:* Global Game Jam prototype; finalist Game Prototype in SCAD Entelechy.
- *Cor Ex Machina:* Georgia Global Game Jam 2013 second place winner.
- *Game Over Ever After:* Unreal Engine 4 RTS for GGJ. Programming and design.
- *Panelist:* Invited to speak on panels at the Museum of Design Atlanta and SIEGE.

Education

B.S. in Computational Media
Georgia Institute of Technology, Atlanta, GA   *2011*

- *Major GPA:* 3.25; 5-time Dean's List recipient.

Skills

Programming Languages

- *Proficient:* C#, Lua
- *Familiar:* ActionScript, C/C++, Java, JavaScript, Objective-C, SQL

Software

- *Proficient:* Unity Engine, JIRA, Git, Visual Studio
- *Familiar:* Adobe Suite, Maya, Unreal Engine 4, TFS, SVN