

# Alex Rupp-Coppi

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<http://www.alexruppcoppi.com/> | <https://github.com/rcoppy>

## Education

**Columbia University, Columbia College**, New York, NY

On Gap Year, Expected May 2022

BA Computer Science, **GPA 3.2**

**Choate Rosemary Hall**, Wallingford, CT

2012 – 2016

High school diploma

Dean's List (eleven trimesters), Cum Laude, Honorable Mention for Excellence in Computer Science

## Relevant Experience

**Dossamer, LLC**

August 2017 – Present

Owner, Developer

- Registered developer with Nintendo (active in the 3DS development community)
- Selling code packages through the Unity Asset Store (two released so far)
- Submit to game jams twice a year (Global Game Jam and Shenanijam)

**Orc Punk**

July 2018 – December 2018 (6 months)

Systems Programmer (C#)

- Helped ship iOS game *Into the Dark: Narakan* (1000+ preorders; featured; mobile game of the year at Bit Awards)
- Hooked game up to APIs for analytics (via Facebook) and bug tracking (via Trello); implemented analytics events; designed bug-reporting UI view; implemented iOS review prompt
- Coded/implemented game designer's boss fights (coordinated through Airtable)
- Implemented A\* pathfinding for player navigation; implemented pathfinding-related user touch input validation
- Wrote helper libraries for VFX functionality and vector math utilized by other programmers
- Fixed bugs all over the codebase, not just in the areas I was primarily responsible for

**Product Team at Spectator Publishing Company**

September 2016 – February 2017 (6 months)

Associate Developer, Backend

- Worked with a team of 8 to redesign and redeploy Courses@CU (a webapp that helps students navigate which course sequences they'll need to follow to satisfy requirements for majors or graduation)
- Wrote Node.js scrapers to find and store data as JSON from online course catalogues

**AP Computer Science, App Development Directed Study**

2014 – 2015 (9 months)

Student

- Built six major projects over a year in Java and JavaScript, ranging from 30 to 50 hours to completion per project
- Coded a game engine in Java from scratch using a generic 2D graphics library
- Designed a web calendar with Google Maps integration using Bootstrap and JavaScript
- Wrote a cross-platform webapp with the MeteorJS framework to track productivity (browser, Android)
- Solidified my understanding of object-oriented programming and gained a proficiency with web development

**ShroomDoom Studios**

2012 – 2017 (5 years)

Founder, Developer, Artist, Designer, Animator, Video Editor

- Published games, art assets, and code libraries online; products downloaded 18,000 times since July 2013
- YouTube tutorials, development timelapses, and marketing videos viewed over 17,000 times

## Skills

**Technical** – C#, Unity, Blender, Java, HTML/CSS, Sass, JavaScript, Node.js, Bootstrap, Adobe Suite, Ableton Live, Moho 12

**Languages** – Spanish (highly proficient speaking, reading, writing), German (near-native speaking), Chinese (600 个字符)