

Alex Kaplan

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EDUCATION

Wesleyan University

Bachelor of Arts with Honors in Computer Science and Government

Minor in Interactive Media and Game Design

GPA: 3.73 / 4.00 | Honors: Dean's List, White Fellowship for Excellence in Political Science, Departmental Honors in Government

Relevant Coursework: Linear Algebra, Algorithms and Complexity, Video Game Architecture in Unity, Discrete Mathematics, Automata Theory and Formal Languages, and Design of Programming Languages

Middletown, CT

Sept 2021 – May 2025

SKILLS

Technical: Unity, Godot, JIRA, Microsoft Office Suite, Public Speaking

Languages: C#, Python, R, C, JavaScript, SML, HTML, CSS, GDScript

PROFESSIONAL EXPERIENCE

Wesleyan University

Senior Teacher's Assistant: Video Game Development

Middletown, CT

Dec 2023 – May 2025

- Designed and taught pre-class preparatory courses to 40 students.
- Introduced game design and development concepts using C#, Unity, and Godot, including the core gameplay loop, AGILE development practices, game engine selection, and design documents and specifications. Held biweekly design and code review meetings.
- Administered Hackathons and provided student support throughout the development of short and long-term projects.
- Led team of four Teacher's Assistants in administering course activities and office hours.

Teacher's Assistant: Software Engineering

Sept 2023 – Dec 2023

- Studied common development stacks for web and application development, with a particular focus on LAMP.
- Developed and taught lessons in Software Engineering and Web Development using React.
- Engaged in peer programming and code reviews during biweekly office hours.

Vineyard Sound A Cappella

Business Manager

Martha's Vineyard, MA

June 2023 – August 2024

- Managed budget and expenses of a 501(c)(3) seasonal business with \$100K in annual revenue.
- Organized events, charity performances, and advertising for professional a cappella group on Martha's Vineyard.

PROJECTS

Wesleyan University

Writer, Programmer: Honors Thesis – Drawing the Line: Algorithmic Redistricting and the Supreme Court

Middletown, CT

Sept 2024 – April 2025

- Implemented Sequential Monte Carlo sampling program to generate redistricting ensembles using Python and R.
- Tailored program output to fit with existing court precedent and North Carolinian redistricting law and utilized statistical analysis tools to determine applicability of results.

Gameplay/Level Designer, Programmer, Writer: Rock Hunting with Mohs – Video Game Development

Jan 2023 – May 2023

- Developed an educational game targeted at 2nd – 5th graders that teaches the basics of geology.
- Utilized AGILE methodology including daily scrums, weekly sprint planning meetings, JIRA, and bi-weekly code reviews.
- Designed, wrote, implemented, and tested four distinct levels with 19 Unique NPC interaction scripts and 10 puzzles using Unity and C#.
- Presented development, marketing, and budget plans to games industry professionals. Won first prize in course competition.

Creator, Programmer: S-Tier Hitman – IDEA 350 Hackathon 2023

February 2023

- Pitched, designed, and developed functional demo of an arcade-style video game in a five-person team in 30 hours.
- Refactored architecture and codebase individually for WebGL release of the product, achieving 50% increase in frame rate and 20% decrease in load time.
- Designed and developed gameplay and interaction systems utilizing C#, Photoshop, and Unity.

Personal

Designer, Developer – Terrain Hole Utilities

Feb 2025 – Present

- Created open source, extensible suite of C# functions and classes to create holes and manage hole map textures in Unity Terrain at runtime, providing functionality which is currently not supported by the engine.
- Created documentation of functionality and submitted for review on the Unity Asset Store (approval pending).

LEADERSHIP EXPERIENCE

Wesleyan University

Middletown, CT

- Directed two a cappella groups and was featured in a New York Times article.
- Founding member of the Make Games at Wes club and helped design the Interactive Media and Game Design minor.
- Founded College of Design and Engineering Studies' major/minor committee and administered department outreach.