Alexandru Botez

Games
Programmer

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Education

Falmouth University 2022 – 2025
- Computing For Games BSc (Hons) – 2-1

Fareham College 2019-2022
- Level 2 ICT – Distinction
- English Language - 5
- Level 3 Creative Media Technology 1 & 2 – Distinction

Henry Cort Community College 2015-2019
- Mathematics – 7
- Computer Science – 5
- Combined Science – 5/6

Skills

Programming
- GML - 3 Years
- C# - 3 Years
- C++ - 1 Year

Software
- Game Maker Studio 2 – 3 Years
- Unity 3 – Years
- Unreal Engine 4 & 5 – 1 Year

Other
- Git/Github – 3 Years
- PC Building – 6 Months
- LaTeX – 6 Months

Links

Portfolio, Itch.io, LinkedIn

Work Experience

Conder Allslade Ltd, Portsmouth   July/2017 – July/2017
During my two-week work experience at Conder Allslade Ltd I was able to gain insight into the different types of office-based roles. I was also tasked with recording outdated client information.

Yandiya Technologies Ltd, Fareham   June/2020 – June/2020
I spent a week working at Yandiya where I helped develop the structure of a calculator app used for their infrared heating panels.

Domino's   June/2021 – September/2024
I worked as a delivery driver for Dominos full time over the summer, Christmas and Easter breaks from College and University. During my time working I had to ensure orders were correctly put together for delivery. I also had to manage certain customer complaints professionally.

Projects

Onyxia   March 2021 – May 2021
Onyxia was the first major project during college. I was assigned to a random team and tasked with making a video game from scratch. Within this project I had the role of lead programmer. Game Maker Studio 2 and GML were used to create the game.

Toybox troubles   September 2023 – May 2024
Toybox troubles was the major collaboration project in the second year at Falmouth University. I was assigned to a random team with a range of specialism within the games industry and was tasked with making a video game. In this project we went from conception to postproduction and had to pitch the game. I was the primary programmer throughout this project.

Evercasting   September 2024 – June 2025
Evercasting is the major collaboration project for the third year at Falmouth University. I had to choose a team with a range of specialism within the games industry and were tasked with making a video game. The game started in the conception phase, has been pitched and is currently in the production phase. In this project I worked on procedural generation, enemy AI, UI and item system.