ALEXANDER CORNEILLIE

Littleton, CO, United States

(720) 225-8180

ajcorneillie@gmail.com

ABOUT ME

I am a UCCS student working towards a Bachelor of Innovation in Game Design and Development graduating December 2025. This degree requires the curriculum for a Bachelor of Science as well as the innovation and entrepreneurship skills for business. I am seeking to expand my programming skills through a position in game development.

LINKS

LinkedIn:
www.linkedin.com/in/alex-corneillie/

Digital Portfolio:
www.alexcorneillie.com

WORK EXPERIENCE

CARD DEALER
DEUCES WILD CASINO RENTALS
FEB 2023 - PRESENT

- Dealt Blackjack, Roulette, and Poker at various events.
- Provided instruction and interaction to guests.
- Managed setup and breakdown of gaming tables.

OVERNIGHT ASSOCIATE
HOME DEPOT
MAY 2024 - AUG 2024

- Restocked shelves during overnight shifts.
- Operated machinery including ladder lifts, compactors, and pallet jacks.
- Managed inventory.

SUMMER PROGRAMMER
RABID TROLLS STUDIOS
MAY 2024 - AUG 2024

- Worked on the game Dwindle, focusing on pathing and marketing.
- Learned to control AI using A* pathing.
- Gained experience in marketing by focusing on consistency and trend-based design.

HOBBIES

BILLIARDS, MARATHON RUNNING, TRAVELING, SCUBA DIVING, WOOD WORKING, CREATING MY OWN VIDEO GAMES

GAME DEVELOPMENT PROJECTS

PACK TACTICS PRODUCTIONS
Jan 2024 - May 2025

Lead of UI/UX and Marketing - Chaos Classroom

- Designed and implemented UI systems for gameplay, menus, settings, and internal dev tools using Unity.
- Led a cross-disciplinary team in an Agile environment, managing sprints and task tracking for consistent delivery.
- Oversaw the game's marketing plan, creating digital assets and coordinating social media campaigns including 2 trailers.
- Utilized GitHub for version control, managing branches to avoid merge conflicts and streamline collaboration.
- Developed leadership skills while learning UI/UX principles through hands-on experience.
- Game is released on steam: https://store.steampowered.com/app/3532300/Chaos_Classroom/

PERSONAL GAME
Jan 2025 - May 2025

Producer and Designer - Operation: Surface Takeover

- Designed, programmed, and released a solo-developed game on Steam, handling all aspects of production aside from sound production.
- Created custom AI behavior for enemy characters and used Scriptable Objects for reusable game data.
- Built original VFX, animations, and sprites to enhance gameplay visuals despite limited art experience.
- Managed development lifecycle from concept to release, including testing, publishing, and post-launch updates.
- Gained a comprehensive understanding of solo indie development and multi-discipline asset integration.
- Game is released on Steam: https://store.steampowered.com/app/3681140/Operation_Surface_Takeover/

RABID TROLLS STUDIOS
May 2024 - Aug 2024

Summer Contributor - Dwindle

- Worked with Pathfinding
- Contributed to the game's marketing strategy.
- Gained practical experience in AI systems and marketing workflows within a professional game development pipeline.

EDUCATION

UNIVERSITY OF COLORADO COLORADO SPRINGS
Colorado Springs
2025

Bachelor of Innovation in Game Design and Development

- Graduating December 2025
- Specialized in C# Unity
- Proficient in Unreal Engine

SKILLS

C# PROGRAMMING UNITY	UNREAL
C++	HTML
A* PATHING	PYTHON
LINUX	GITHUB
AGILE GAME DEVELOPMENT MANAGEMENT	USER INTERFACE (UI) DEVELOPMENT
DEBUGGING	POISED UNDER PRESSURE
ADAPTABLE	PUNCTUAL AND DEPENDABLE