Alice Kahn (she/her)
812-272-5444
alicekahn22@gmail.com
http://www.andcontinuecoding.com/

Technical Skills
Programming Languages: C, C++, C#/.NET, Scheme, OpenGL, OpenGL ES, LINQ, Qt, Powershell
Software: Visual Studio, Rider, Blender, Photoshop, Unreal Engine 4/5, Unity3D, Microsoft Office,
 Perforce, GitHub/Desktop, Trello, Jira, Confluence, GIMP
Operating Systems: Windows, Mac OS, Linux
Additional: Leadership Experience, Project Management, Object-Oriented Design, Code Architecture,
 Graphics/UI/UX programming

Projects and Presentations (Role and further details can be found on my website)

Beta Software: *Wave* — Oct 2024
• Hub to watch virtual concerts on VR devices
https://wavexr.com/

Released Software: *ETC Eos Family Software* — Dec 2021
• Control desk used to manipulate lighting/media installations in primarily architectural/entertainment settings
http://www.etcconnect.com/Products/Consoles/Eos-Family/

Beta Software: *Power Rangers: Heroes of the Grid – Assist Tool* — Jul 2021
• A digital way to make playing the board game *Power Rangers: Heroes of the Grid* easier during the pandemic
http://www.andcontinuecoding.com/portfolio.html#HOTG

Released Software: *Gloom: Digital Edition* — Oct 2018
• Digital version of the card game, *Gloom*
https://store.steampowered.com/app/766040/Gloom_Digital_Edition/

University Place - Wisconsin Public Television Talk: — Aug 2013
• Topic: *Game Development Education* (skip to about 35:00 for my portion)
http://video.wpt.org/video/2365122584/

Wisconsin Game Developers Summit Presenter: — Apr 2013
• Topic: *Teaching Game Programming via C++ and OpenGL*
http://www.youtube.com/watch?v=XJEosN9SIbw

Master's Project: *Warbles* — May 2010
• Created a complete 2D Fighter/Strategy game
https://youtu.be/71GuW1HQ8g0

Relevant Work Experience
Senior Software Engineer – WaveXR, Remote — May 2022 - Dec 2025
• Acted across 14 strike teams as Team Lead, and mentored other engineers.
• Wrote core systems in C++/Unreal 4/5 for Show Controller tools, Performer tools, Content Engine, and Attendee Experience systems.
• Focused on improving documentation, company-wide tech policies, and standardizing our approaches.
• Worked closely with tech artists, artists, and the broadcast studio to make weekly live performances.
• Substantially improved performance on Quest/Windows/Linux by optimizing core systems.

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Senior Engineer I – Electronic Theatre Controls, Middleton, WI   Oct 2014 - May 2022
• Significantly contributed to the development of the Eos Family of Lighting Consoles software by implementing new features, adding enhancements, improvements, optimizations to the GUI/UI/UX, and performed backend code cleanup/reorganization (9 major releases, 20 minor releases).
• Worked closely with testers, project managers, marketing, and customers to ensure consistent high quality and reliability in the Eos Family of Lighting Consoles.
• Mentored younger developers and interns in programming practices/implementations and Eos development
• Responsible for the graphic and backend maintenance, implementation, and improvements on several high-profile features, including the New Direct Selects, Playback Status Display, Show Control, and the major graphics revision for 3.0.0.
• Lead the cross-department research group on automated testing, continuous integration, and automation and organized continuing education/training across all of R&D.
• Served as the department's expert on Windows 10 Imaging, and substantially improved the internal imaging process via automation and migrating Batch scripts to Powershell.

Lead Programmer – Sky Ship Studios, Madison, WI   Dec 2013 - May 2016
• Designed code and implemented core systems and gameplay mechanics in Unity/C# and Unreal 4/C++ for current (*Gloom*) and upcoming titles for single and multiplayer (local and networked) games.
• Delegated tasks, performed weekly code reviews, and served as a mentor for the programming interns and junior programmers.
• Provided IT support for the team ranging from server configuration to troubleshooting applications.
• Represented the programming team at department head meetings.

Education
Indiana University - Bloomington, IN
• Masters of Science in Computer Science   May 2010
• Masters of Science in Immersive Mediated Environments   May 2010

Indiana University - Bloomington, IN
• Bachelors of Science in Computer Science   Dec 2008
• Bachelors of Arts in Combinatorial Game Animation   Dec 2008
• Minors in Mathematics and Music Studies
• Telecommunications Game Studies Certificate   Dec 2008

Awards
• Black Belt (2nd Degree) in Hapkido   2020
• Herzing University Instructor of the Year –Madison Campus   2012