

Alex Pritchard

Software Engineer

(he/they)

Contact

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[linkedin.com/in/alexpritch](https://www.linkedin.com/in/alexpritch)

Portfolio

alexpritch.itch.io

github.com/alexpritch

[apritc.com](https://alexpritch.com)

Programming Languages

C#

C++

Java

Software

Unity Engine

JIRA

Git

Android Studio

Xcode

Zendesk

Rider

Visual Studio

Development Skills

Problem Solving

Continuous Integration

API Design

Agile Development

Technical Support

I am a methodical thinker who thrives when solving hard problems and writing efficient, scalable code. It's important to me that users have excellent experiences using the products that I help make and I enjoy working in a diverse team towards a common goal such as this. My passion for game development has led me to publish several indie games on itch.io, from prototypes to commercial releases, and I get fired up thinking about finishing my next project.

Experience

Software Engineer, Unity Technologies

Full-time, July 2022 - Present

- Investigate and debug unexpected behaviour, crashes, or ANRs reported by games studios with a focus on mobile and web development
- Heavy focus on Android, covering a broad range of areas such as input, native-plugins, and build pipelines
- Profile customer apps then suggest optimisations and advise on best OS-specific practises
- Create demo projects for customer use, including in cases where APIs aren't exposed by Unity
- Collaborate with QA and Platforms R&D to find suitable workarounds to known bugs
- Develop, improve, and maintain internal tools to ensure efficient team workflows
- Build rapport and empathise with customers

Developer Relations Engineer, Unity Technologies

Intern, July 2020 - August 2021

- As above, with additional experience supporting Unity Products and NDA Platforms.
- Founded the Unity Products Support team (Floating Licences, Forma, Reflect)
- Supported users on NDA Platform Forums (PS4, Xbox)
- Authored technical documentation in Unity's public Knowledge Base

Education

BSc (Hons) Computing and Games Development, First Class

University of Plymouth, September 2018 - May 2022

- Games programming (C#, Unity)
- Cross-platform mobile software development (Java)
- Game graphics (C++, GLSL)
- Cyber security and network infrastructure

Professional Training & Self Development

Unity Leadership Training

- Put to practise the core values of modern leadership: Active Listening, Driving for Alignment, Fierce Feedback and Building Relationships.

Ruby on Rails

- Self-taught how to develop and deploy web applications using Rails 7 following RESTful architecture
- Learned how to properly manage databases to ensure data integrity