



LinkedIn

ALEX GENCHEV

(480) 769-4442 ♦ Troy, NY

gencha@rpi.edu



Portfolio

OBJECTIVE

Game designer with experience working in Unity and Unreal Engine, seeking internship or co-op roles as a **technical artist**, gameplay programmer, or software engineer for both the Spring and Summer of 2026.

SKILLS

Programming Skills C++, C#, C, Python, HTML, CSS, JS
Software Skills Unity, Unreal Engine, Houdini, Autodesk Maya, Zbrush, Perforce

EXPERIENCE

Programmer / Quality Assurance Aug 2024 – Present
The Molecularium Project (RPI) *Troy, NY*

- Push the Unity 3D AR game to release by fixing bugs that arise from the beta testing
- Animate game characters
- Attend weekly meetings to discuss project plans and progress

Academic Tutor Sept 2024 – Present
Student Success Center (RPI) *Troy, NY*

- Tutor Computer Science 1 (Python), Data Structures (C++), Calculus I, and Calculus II

Webmaster June 2024 – Present
After the Solar Tsunami *Remote*

- Designed logo using Inkscape
- Designed and programmed the company website to both provide company information and teach the public about solar energy

Intern / Mentee Sept 2023 – Dec 2023
Matchmaker *Remote*

- Took a Udemy course in HTML, CSS, and JavaScript as part of my onboarding
- Advocated for LGBTQ+ inclusion in both the profile and celebrity look-alike feature

PROJECTS

Happy Medium Sept 2024 – Oct 2024

- First game developed in my Game Development 1 class
- Learned more project management and communication skills as I worked with 5 other students from different disciplines
- Find it on my Itch.io page or ([Try it here](#))

Karkinos Ascension Oct 2024 – Dec 2024

- Presented this game at the 2025 Game Developers Conference in San Francisco
- Learned Unreal Engine and programmed using blueprints
- Furthered my communication skills as I worked in a larger team of 8 students
- Find it on my Itch.io page or ([See here](#))

EDUCATION

Bachelor of Computer Science and Game Design, Rensselaer Polytechnic Institute 2023 – 2027
Minor in Electronic Arts

Relevant Coursework: Game Development I and II, Computer Graphics for Games, Operating Systems, Data Structures, Lighting Rendering and Cinema, and 3-D Modeling.

EXTRA-CURRICULAR ACTIVITIES

Vice President January 2024 – Present
Rensselaer Game Development Club *Troy, NY*

- Plan meetings, coordinate guest speakers, and organize events