Alex Rickett

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Education:
- M.F.A., Design | Media Arts, University of California, Los Angeles, 2015
- M.S., Computer Science, University of California, Los Angeles, 2013
- B.S., Computer Science, University of Washington, 2010

Experience:

Researcher, UCLA Game Lab, Septembert 2010 to Present
- Coding, game design, management, teaching, event planning, etc...

Visiting Researcher, National Institute of Informatics, January to June 2012
- Built a hand tracking and gesture recognition system with *OpenCV*
- Created a training simulation game for bio safety lab workers in *Unity*

Graduate Student Researcher, CENS, UCLA, June to December 2011
- Coding for *JGR*, a graphical front-end for the statistics package *R*

Software intern, FLIR Systems, Wilsonville Oregon– June to September, 2010
- Coded a full-featured movie player for proprietary video formats
- Implemented a cutting-edge demosaicing algorithm for hardware

Software intern, Saltire Software, Tigard Oregon– June to September, 2009
- Fixed bugs and crea ted new features in *Geometry Expressions*
- Worked on a large and delicate C++ code base

Software intern, Infosys, Bangalore India – January to March 2009
- Produced a prototype tool for automatically generating test cases from source code
- Awarded Infosys Outstanding Intern in Technology, 2009
- Co-authored paper 'A Code Based Approach to Generate Functional Test Scenarios for Testing of Re-hosted Applications' presented at ICTSS 2010.

Skills:
- Battle tested programmer: C++, Python, assembly, etc...
- Graphics software, Photoshop, Illustrator, Flash, Maya, etc...
- Proficient with sound editing and sequencing software
- Many years of experience with graphics software including Photoshop, & Illustrator
- Proficient Japanese speaker (3 years of college classes, 7 months stay in Tokyo)

Projects:

Beatdown – December 2012
- Face slapping/generative music game
- Made with *Python, Pure Data, Raspberry Pi*

Cosmicat Crunchies – October 2012
- Augmented reality bullet-hell game controlled with facial expression & movement

Fromage à Trois – April 2013
- 3 player mover a cart to control a simulated window onto the sky, and catch falling people.

Position Based Cloth Simulator – May 2011
- Cloth simulator using *Position Based Dynamics*