Alex Duggan

Worcester, MA
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Objective

Summer Internship in Computer Science and/or Interactive Media and Game Development

Education

Worcester Polytechnic Institute (WPI), Worcester, MA
Candidate for BS in Computer Science and Interactive Media and Game Development, GPA 3.92/4.00
Expected May 2028

Relevant Coursework: Accelerated Object-Oriented Design Concepts, Algorithms, Operating Systems, Human-Computer Interaction, Technical Game Development, Digital Game Design, Game Audio II, 3d Modeling I, Intro To Computer Aided Design

Friends' Central School (FCS), Wynnewood, PA
High School Diploma, GPA 4.2/4.0 June 2024

Skills

C#, Java, C/C++, Python, Rust, HTML/CSS, Unity3D, Godot, Blender, ZBrush, Inkscape, Figma, Solidworks, Mastercam, Stella Architect, Piskel, Reaper, Auxy, Musescore

Projects

Portfolio: alexduggan.dev

Online Multiplayer Games

- ***Super Space Time Fun (In Progress 2026)*** Players travel the galaxy, capturing and collecting bounties on aliens while fending off opposing players. Adaptation of an original board game. Programmed and designed using Godot.
- ***MON (2022)*** Multiplayer game with two stages. In the first stage, players search for creatures of various elements on a randomly generated map, upgrading and merging them to increase their power within a short time. In the second stage, players wage a turn-based battle against each other using the creatures each had found and developed. Developed using Unity3D and C#. Created and integrated pixel art with a team member and composed music using Auxy.
- ***Multiplayer Boss Fight (2021)*** Players team up to defeat a boss, dodging spikes, lasers, and minions; and use swords to attack the boss's weak point. Developed using Unity3D and C#. Created the art using Inkscape and the music using Auxy.

Game Jams 2020 - Present

- Participated in various game jams, working as part of a team writing code, designing levels and mechanics, composing soundtracks, and creating art.
- Developed games: Invisi-bot, Scalebound, Difficulty Index, The Mastermind, Island Vacation

Leadership

WPI Super Smash Bros Club, *Co-Leader* 2025 - Present

- Organized and ran a full-day event each Saturday (20 events since August 2025).
- Managed club resources and online presence.
- Collaborated with other nearby schools to organize larger events.