

Alexander Dunn

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Software Engineer with over two years of experience building full-stack features and internal tooling for cross-platform applications, spanning professional game development and academic research. Proven track record shipping production-ready systems with complex business logic, improving code quality, and creating tools that accelerate team productivity.

EXPERIENCE

Rumble Games, Plarium — *Gameplay Software Engineer*

2022 – 2024

Towers & Titans is a cross-platform (Android, iOS, Windows) multiplayer video game with over 100,000 unique users, built in Unity with C#.

- Designed and shipped full-stack game systems with complex completion logic, handling everything from custom UI and client-side tracking to backend verification and database storage.
- Built internal tools to validate and transform designer-authored data for backend delivery and deployment, reducing errors and streamlining cross-team handoff.
- Integrated third-party marketing SDK and added gameplay event hooks to enable behavior-driven email and push notification campaigns to increase player retention.
- Refactored the legacy progression tracking system, significantly reducing code complexity and enabling faster development of more advanced and varied quest objectives.

BugSwarm, at University of California, Davis — *Software Engineer, Research Assistant*

2021

Expanding and maintaining a dataset of reproducible real software bugs and their fixes.

- Rebuilt the in-house automatic bug classifier, improving its accuracy to 97% and transforming it into a critical tool for efficient dataset maintenance.
- Developed Python-based dependency caching system to enhance offline dataset reproducibility and prevent future breakages.

EDUCATION

University of California, Davis — *Bachelor of Science in Computer Science with Honors*

Graduated 2021

SKILLS

- C#, Python, Java, Git, MongoDB, WebSocket, Android Studio, Visual Studio, JetBrains Rider, Unity, SQL, REST APIs