

Alexander Tse

Portfolio website: <https://alexandertse.com>

EDUCATION

Google Gemini AI Agent — Self Study

April 2025 – Present

Gmetrix, NJ — Self Study *Unity 3d*

December 2024 – March 2025

New Jersey Institute of Technology, Newark, NJ — *Information Technology (Dean's List 2017)*

September 2017 – December 2022

EXPERIENCE

New Jersey Department of Transportation, Ewing, NJ— Temporary Employee Services (TES) IT Specialist

December 2023 – March 2024

- Provided tier 1 support and resolution for computer related issues.
- Build, deploy and reclaim IT hardware and software using Altiris.
- Administer access to software applications using Active Directory.

ADP, Florham Park, NJ— Application Development Intern/Summer Intern

July 2022 - August 2022

- Created an automated website checker using Playwright and Node.js that checks a website's accuracy on multiple browsers. Tool checks the following webpage elements versus expected response.
 - Button functionality
 - Image rendering
 - Text accuracy
- Product expected to reduce QA activities from days to hours.

SkyBridge Realty LLC, Hillsborough, NJ— Salesforce Administrator Trainee / Summer Intern

June 2020 - August 2020

- Configured Salesforce CRM software to automate lead management and sales forecasting activities. Product projected to reduce sales manager's weekly forecast efforts from 2 hours to 15 minutes.
- Followed an agile approach to configure over 50 assigned user stories.

DEVELOPMENT PROJECTS

Weather Application:

- Built application to get real world weather info using an API.
- HTML application used JQuery functions and CSS to render the webpage.
- JQuery was used to change the background color based on the returned weather.

Unreal Engine 4: Lightwars — *First Person Shooter Game*

- Led a team of 3 people (a modeler, music designer and networking specialist) as the creative designer and project manager to develop a first-person shooter game.
- Programmed a capture the flag game using Unreal Engine 4 blueprints, UMG and C++.

Unity: Project A — *First Person VR Stealth Game*

- Built in game weapon models using Blender.
- Created AI character models & animations using Mixamo.
- Programmed AI patrol pattern using waypoints.

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Certifications

Unity Certified User: Programmer

March 2025

Development

Experience:

Programming Languages and Libraries

- C++
- C#
- Python
- Java
- Javascript
- JQuery
- HTML
- CSS
- SQL
- TypeScript

Video Game Engines and Tools

- Unity
- Unreal Engine 4
- UMG
- Blender
- Mixamo
- OpenGameArt
- QuakeEngine

Multimedia Editing Tools

- Audacity
- Pinnacle Studios

Programs, Platforms, and

APIs

- Salesforce CRM
- Git
- Node.js
- Microsoft Visual Studio Code
- Microsoft Visual Studio
- Playwright