

Alexander Seidel

(+44)7579037186 | alalseidel@gmail.com | Portfolio: <https://flixiefloxam.github.io> |

GitHub: <https://github.com/Flixiefloxam> | LinkedIn: <https://www.linkedin.com/in/alex-seidel-74ab45280/>

First-Class BSc (Hons) Computing with Artificial Intelligence graduate with two commercial programming internships at Glowmade and a credited programmer on the shipped title *King of Meat*. Experienced in implementing player-facing gameplay systems in C++, working within large production codebases and collaborating directly with designers and gameplay programmers. Strong mathematical foundation from A-level Mathematics and Physics, with experience applying vectors, movement, collision and gameplay mathematics. Alongside commercial development, I create independent games and technical projects involving gameplay systems, artificial intelligence and procedural generation.

EDUCATION

BSc Computer Science & Artificial Intelligence | University of Sussex | 2023–2026

First-Class Honours

Selected results: Applied Machine Learning 96%, Adaptive Behaviour 84%, Final-Year Project 83%, Computer Systems 81%, Software Engineering 77%.

Foundation Computing | University of Sussex | 2022–2023

C++, Mathematics for Computing, Program Design

LVS | Ascot | 2013–2022

A-Levels: Mathematics, Physics, Computer Science

EARLY PROGRAMMING AND AI COURSES

- Artificial Intelligence and Artificial Neural Networks (2020), Basic penetration Testing in computing (2019)
- Python (2019), C# (2018), C++ (2017)

PROFESSIONAL EXPERIENCE

Programming Intern, Glowmade | June–August 2024

- Credited programmer on the shipped Amazon Games title *King of Meat*.
- Ped and implemented player-facing C++ gameplay features, including the dispenser and throwing system.
- Developed level mutators for live-service events and implemented player upgrades supporting gameplay progression.
- Extended the existing grabbable system and implemented pushing mechanics.
- Worked within a large production codebase, collaborating closely with designers and gameplay programmers to develop, debug and deliver production features.

Programming Intern, Glowmade | June–July 2023

- Developed C++ feature code for gameplay systems within a commercial game engine.
- Diagnosed and resolved gameplay and systems bugs.
- Collaborated with programmers and designers, delivering features through Agile sprints.

Private Tutor, 2023 - Present

Tutor university, A-level and GCSE students in C++, C#, Python and Java, explaining complex technical concepts clearly.

TECHNICAL SKILLS

Languages & Engines: C++, C#, Python, Java, Lua, SQL | Unreal Engine, Unity, Godot

Gameplay Programming: Player mechanics, upgrades and interactable systems; debugging, optimisation and bug fixing; object-oriented design and clean code

Games Mathematics: Vectors, matrices, transformations, movement, collision, physics and 3D spatial reasoning

Production & Tools: Commercial and live-service development; large collaborative codebases; Git and in-house version control; Visual Studio, debuggers and profilers

AI & Computing: Machine learning, adaptive behaviour, decision-making systems, data-driven programming and databases

Languages: English (native), German (proficient) | Eligible to work in the UK, EU and USA through citizenship