

Alexandria U. Meng

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EDUCATION

University of California, Irvine

2017 - 2022

Bachelors of Science in Computer Science

Specialization: Artificial Intelligence, Game Design

SKILLS

Languages/Scripts: C#, C++, Python, Java, Groovy, Shell, Batch

Software: Unreal Engine, Perforce, Jenkins, Grafana, Unity, MySQL, Apache Tomcat

Version Control: Perforce, GIT

Operating Systems: Windows, Mac OS

EXPERIENCE

DevOps Engineer — Last Sentinel, Lightspeed LA

Oct. 2022 - Present

DevOps Engineer I

- Architected, designed, implemented, & supported C# tools utilizing WPF, .NET API, & MVVM architecture for narrative, technical art, & QA teams.
- Extended engine functionality using C++ to improve build health through verbose build validation logging & in-editor bug reporting.
- Utilized Python to link our in-house bug reporter tool to JIRA, streamlining Bug Ticket creation.
- Implemented features into Unreal Game Sync to allow developers to test & deploy builds as needed.
- Spearheaded improvements to documentation to increase internal & external teams' understanding of DevOps tools and workflows.
- Experience onboarding team members, providing support, & direction for tasks & processes.
- Monitored virtual machines, build stats, & build health using MySQL & Grafana.

Associate DevOps Engineer

- Experienced in creating parameterized Jenkins CI/CD pipelines for testing and production environments.
- Owned daily issue management via a ticket request system (JIRA).
- Established infrastructure to support console (Playstation/Xbox) crashes, symbol upload, & symbol translation.
- Configured build & tool telemetry using MySQL.
- Performed as-needed deployments of C# applications & studio tools to production environments.
- Experienced with software development models like Agile, Scrum, and Kanban.
- Written batch, shell, & Jenkins scripts to improve workflows.
- Participated in code reviews.

Programming Instructor — CodingMinds

May 2022 - Oct. 2022

- Lead and developed weekly project-based Python, Java, Unity and Unreal Engine development classes.
- Constructed and designed an Unreal Engine development curriculum.

Project Intern — Smilefish

Sep. 2018 - May 2019

- Created and proposed website designs and game ideas for a kid-targeted educational website.
- Integrated mini-game prototypes onto the website for user testing.