

# Alek Paul Munroe

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## About Me

Junior Unity Developer with a strong focus on C# programming and game development. Experienced in building gameplay systems, dialogue systems and technical tools in Unity. Passionate about creating immersive, high performance experiences. Skilled in solo and team based projects, with a strong background in creating gameplay mechanics and world building.

## Work experience

**OSTM LTD, Manchester - Founder**  
**September 2018 - Present**

- \* Built and managed an independent online radio station, developing the website, managing servers and producing audio content.
- \* Gained experience with server hosting, website development and community management.

## Projects

**Wiinite - Solo Developer**

- \* Created a multiplayer game inspired by Wii Sports, featuring 3D models, an emote system and online networking.
- \* Overcame technical challenges with Photon
- \* Documented and showcased the development progress on YouTube

**The Story of Kate Webster - University Project**

- \* Developed a short narrative driven Unity game using a custom dialogue system.
- \* Programmed all gameplay features in a small team under tight deadlines.

## Education

**University of Salford**  
**Games Design and Production (2023 - 2025)**

Completed two years of study, gaining practical experience in Unity development, C# programming and team based production

**UTC @ MediaCityUK**  
**Games Design and Development (2020 - 2023)**

Level 3 Extended Diploma in Games Design and Development

**Chorlton High School**  
**(2016 - 2020)**

GCSE Mathematics - Grade 5  
GCSE English - Grade 6  
GCSE Science - Grade 4-5  
GCSE Computer Science - Grade 8  
GCSE Music - Grade 5

## Awards

**Repl.it Horror Game Award**

First place among 2000+ participants for creating a playable horror game in under one week.

## Skills

Unity Engine  
C# Programming  
Github (Version Control)  
Gameplay Systems Design  
Technical Tools Development  
Web Development

## References

Available upon request