Alexis Giauque

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA   May 2025
Bachelor of Computer Science and Arts, University Honors; Minor in Game Design   GPA: 3.6/4.0

PROFESSIONAL EXPERIENCE

Product Management Intern   **May 2024 - Aug 2024**
Roblox   San Mateo, California
- Developed a set of products allowing Roblox developers to implement industry standard features quickly and easily, resulting in a **29% increase in D1/D7 retention** and a **22% boost in revenue** during initial testing.
- Collaborated with engineering, design, and data science teams to conduct market research, optimize product features, and evaluate performance, driving a **31% rise in daily active users in games utilizing the product**.
- Directed weekly cross-functional meetings, identifying and resolving development bottlenecks to ensure timely progress and alignment across teams.
- Devised and presented product vision, securing long-term team support and post-launch strategy.

Teaching Assistant, 53-730 Programming for Game Designers   **Jan 2024 – May 2024**
Carnegie Mellon University   Pittsburgh, Pennsylvania
- Taught and supported approximately 30 students in an advanced programming course.
- Provided tailored one-on-one guidance during office hours to facilitate student engagement.
- Conducted grading and provided timely feedback on assignments and assessments.

Software Development Intern   **May 2023 - July 2023**
Farallon Capital Management   San Francisco, California
- Led development and launch of a gamified addition to an internal company platform, incentivizing employee interaction through a point-based rewards system and increasing the platform's daily active users by **over 172%.**
- Created a database using **SQL Server** to **log 30+ types of user interactions** with accompanying metadata.
- **Conducted competitive analysis** on similar internal engagement tools, identifying key features to improve user engagement and inform design decisions.
- Collaborated with design and engineering teams to iterate on user interface design and icons in **Figma**.
- Developed data visualizations in **React and Typescript** to track user interaction metrics, providing actionable insights for future platform improvements and performance measurement.

NOTABLE PROJECTS

Mount Mage, Solo
- Designed a Rogue-like game with real-time custom spell casting by combining keys from each keyboard row.
- Developed dungeon progression mechanics for collecting spell fragments and enhancing abilities

Thotline Cinderella, Producer and Programmer
- Led a team of five through the entire development cycle of a top-down shoot-em-up project, coordinating tasks, managing timelines, and ensuring successful completion within three weeks.
- Cinderella-themed game: collect shoes and dresses for new combat abilities**.**

Grapple World, Solo
- Designed a Virtual Reality Platformer based on rope swinging to move the player from island to island.
- Required iterative design and playtesting for balanced gameplay and user experience.

SKILLS AND COMPETENCIES

Programming Languages: Python, C, C#, C++, SML, JavaScript, SQL, NodeJS, HTML, CSS
Software: Unity (2D, 3D and VR), Unreal Engine, Blender, Photoshop, Aseprite, Premier, Audacity
Tools: Git, Figma, Trello, Jira, Excel, Office Suite
Other: A/B testing, UX Research, Rapid Prototyping, Data Analysis, Product Management, Report Writing