

# Alex Wilson

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**SUMMARY** I'm a Game Designer with a primary focus on Gameplay. I have hands-on experience in designing and developing an FPS game. My proficiency lies in game development using Unreal and Unity.

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**SKILLS & ABILITIES**

- Skilled using Unreal and Unity.
- Proficient in C# and Blueprints.
- Good understanding of what makes for good gameplay.

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**RELEVANT EXPERIENCE**

**Bullet Zone, 3D FPS Bullet Hell**  
Dec. 2020 – Feb. 2021

- Collaborated effectively with a colleague using Perforce for version control for Unreal.
- Designed and implemented gameplay features to align with the game's core theme.

**Heart of the Forest, 3D Action Wave Survival**  
Jan. 2022 – March. 2022

- Led as the lead designer in a university project with a team of five members, collaborating in Unity.
- Made informed design decisions within project scope when certain features couldn't be implemented by the programmers.
- Successfully scripted a day and night system.

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**OTHER EXPERIENCE**

**Front of House & Waiter, Thai Jasmine Restaurant**  
Jun. 2022 – Sep. 2022

- Effectively managed demanding shifts solo, addressing customer concerns and maintaining smooth operations during peak times.

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**EDUCATION**

**BSc, Games Design – Bournemouth University**

- First-Class Honours
- Explored a variety of other subjects such as Interface Design, UX, Analytics, Animation, Storytelling and Narrative, and Business/Project management

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**OTHER ACCOMPLISHMENTS**

- Served as the team captain for an esports team, leading us to compete in a significant Apex Legends tournament against the world's top teams in Poland.
- Play and enjoy a variety of games from AAA to indie, shooters to resource management.

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