

Alexander Lynn

Technical Designer

(321) 696-5130 | alexanderlynn.dev@gmail.com | <https://alexanderlynn-dev.github.io/Portfolio/>

SKILLS

- Project Management
- UI/UX Design
- Gameplay Programming
- Level Design
- Media Content Creation

TOOLS

- Trello, ClickUp, Microsoft Teams
- Figma
- Blueprints, C#
- Unreal Engine 5, Unity
- Canva, Final Cut, Premiere Pro

EXPERIENCE

Mighty Studios – <i>David's Mighty Men (WIP)</i> – Creative Director, Programmer, UI Designer	September 2025 – Present
<ul style="list-style-type: none">• Led a team of six, directing overall vision for game while managing each department in terms of their quality• Programmed every playable movement and combat mechanic, providing foundation for player engagement• Implemented all UI elements, ensuring seamless player interaction• Oversee all aspects of game development, including level design, gameplay mechanics, and artistic direction	
FishCat Studios – <i>Fishy Business</i> – Producer, UI Designer	September 2025 – December 2025
<ul style="list-style-type: none">• Led a team of seven, scheduling meetings and assigning tasks weekly• Implemented all UI elements, providing player with ease of navigation• Developed design documentation including GDD, ASG, product backlog and team contract• Collaborated with team members to ensure that the game meets deadlines and standards set	
Beans and Parm Studios – <i>On Your Feet! (WIP)</i> – Creative Director, Level Designer	June 2025 – Present
<ul style="list-style-type: none">• Gave over the shoulder feedback ensuring all game aspects are aligned with project's creative vision• Designed several unique levels that drive user engagement• Developed design documentation for concepts, story, and mechanics pipelines• Conducted playtesting sessions and iterated on designs to improve player experience	

Grow Goodness LLC – Internship – Creative Team Member, Assistant	June 2024 – August 2024
<ul style="list-style-type: none">• Collaborated with the creative team to produce multimedia content, including graphics, videos, and creative brand designs• Engaged with online communities and managed social media accounts to enhance brand presence and drive user engagement• Assisted in coordinating and executing digital campaigns, including scheduling posts and managing content calendars• Assisted in the creation and management of digital content across various platforms, including social media and web advertisement	

EDUCATION

University of Central Florida – BA: Digital Media - Game Design	May 2026
--	----------