

# Alexander Lynn

## Project Leader

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### SKILLS

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

### TOOLS

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

### EXPERIENCE

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

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

### EDUCATION

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<b>University of Central Florida</b> – BA: Digital Media - Game Design	May 2026
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