

Alex Smith

Project Manager, Designer, Writer, Journalist, Maker

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About Me

I am a new to the market technology professional with experience in agile development. I thrive in high pressure leadership situations that require decisive action and creative solutions. My ability is best described using the modern philosopher Vanilla Ice’s lyric, “If you got a problem, yo I’ll solve it. Check out my hook while the DJ revolves it.”

I am looking for an entry position with a tech oriented company where I can hone my skillset on a larger scale. This includes expanding my creative side, working as a middleman for various teams in order to complete a task within a deadline, and physically building something.

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July 2016
–Present

VividSeats.com

Sales Associate

Took inbound sales calls to ensure customers were informed on the tickets they were purchasing. Built rapport to establish a recurring customer base.

December 2015
–April 2016

NetherRealm Studios

Console QA for *Mortal Kombat XL*, *Mortal Kombat Kombat Pack 2* and *Mortal Kombat X Online Beta*

Tested the game builds for bugs, and then reported them through Jira. Worked in a team environment to reproduce bugs in order to get the games out to the public on schedule.

September 2014
–August 2015

HeadQuarters Beercade

Game Technician

Fixed and maintained pinball and arcade machines. Worked onsite during prime bar hours fixing games that malfunctioned. Common fixes included soldering loose wire connections, replacing flippers/buttons/slingshots and general playfield maintenance.

December 2014
–Present

I See What You Did There

Project Lead, Designer, Writer, Co-Founder

Using and agile development cycle I brought the game from initial concept through design and into a successfully funded Kickstarter Campaign. Oversaw and implemented prototype creation, artistic design and playtesting throughout the development cycle. Currently in charge of finances, marketing and distribution for the game

June 2014
–Present

SpaceLab

Instructor

Taught several self-designed classes made available to the general public and members of SpaceLab. Promoted classes which lead to increased interest for SpaceLab membership & class registration. Tailored classes based off consumer interest and skill level to amplify customer satisfaction. Curated an independent games section for the [Chicago Southland Mini-Maker Faire](#).

March 2014
–June 2014

Lunar Giant

Electrical Engineer for *Project Libity*

Designed & assembled the controller for Project Libity, including documentation that lead to greater awareness and support for the project. Promoted Project Libity at a panel about open source hardware at Indy Pop Con 2014. Project Libity was one of 33 projects worldwide awarded in the [Lulzbot 4th Annual Hackerspace Giveaway](#).

January 2014
–June 2014

Conk!

Project Lead and Designer

Implemented an agile development cycle within an inexperienced team in order to produce a viable product that included developing hardware on top of the software of the game itself. Senior project.

Summer 2012

iD Tech Camp

Instructor

Taught game design, 3D modeling and animation to kids ranging from ages 7-17 in a summer camp setting. Organized activities throughout the day to give kids a break from instruction. Catered instruction to fit the skill level of each student so that they would be able to finish their project by the end of camp. Coordinated with coworkers in order to create the best possible experience for the campers and their parents.

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March 2012
–December 2014

DePaul University Club Football

Team Captain/Fundraising Coordinator

Recruited players for the team in order to reach the target number of active members which would allow for a stronger overall team composition but also the necessary funding for the team to exist. Oversaw all financial expenses and streamlined the fundraising procedure to ensure the team had enough funds to operate.

2012
–Present

Sleep On It

Tour Manager/Biographer

Traveling with the band, ensuring they arrive at each destination on time. Negotiating payment, handle finances and merchandise sales while on the road. Documenting each tour through a blog ([themerchlife.wordpress.com/](#)).

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2012
–2014

DePaul University

BS in Game Development

Design & Production.

Additional Technical Skills

3D Printing
Good Working Knowledge

Adobe Creative Suite
Highly Proficient

Agile Development Cycle
Highly Proficient

Arduino
Highly Proficient

C++, C#, Java, HTML/CSS
Good Working Knowledge

Electrical Engineering
Good Working Knowledge

G-Code
Good Working Knowledge

Gamemaker
Highly Proficient

Github
Good Working Knowledge

Jira
Highly Proficient

Maya
Highly Proficient
Taught Modeling/Animation with this

Microsoft Office
Expert Level

Oculus Rift (Virtual Reality)
Highly Proficient in designing games and virtual experiences

Open Processing
Highly Proficient

Shapepoko (CNC Mill)
Good Working Knowledge

Trello
Highly Proficient

Unity
Highly Proficient

Unreal
Good Working Knowledge

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Interests

Sports
Comics
Writing
Filmmaking
Book Binding
Microcontrollers
Fixing Pinball Machines
Making references to 90's hip-hop

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