

Alexander Smith

Project Manager & Designer

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I See What You Did There

Project Lead, Designer, Co-Founder

December 2014
–Present

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

SpaceLab

Instructor

June 2014
–Present

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.

Lunar Giant

Electrical Engineer for Project Libity

March 2014
–June 2014

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.

iD Tech Camp

Instructor

Summer 2012

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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DePaul University Club Football

Team Captain/Fundraising Coordinator

March 2012
–December 2014

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.

Sleep On It

Tour Manager/Biographer

2012
–Present

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

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DePaul University

BS in Game Development

2012
–2014

Design & Production

Additional Technical Skills

3D Printing

Good Working Knowledge

Adobe Creative Suite

Highly Proficient

Arduino

Highly Proficient

C++, C#, Java, HTML/CSS

Good Working Knowledge

Electrical Engineering

Highly Proficient

G-Code

Good Working Knowledge

Gamemaker

Highly Proficient

Github

Good Working Knowledge

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

Shapeoko (CNC Mill)

Good Working Knowledge

Unity

Highly Proficient

Unreal

Good Working Knowledge

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Interests

Screenwriting

Fixing Pinball Machines

Building Arcade Cabinets

Sports

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References available on request.