

Alexander Smith

Project Manager & Designer

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NetherRealm Studios

December 2015
–April 2016 **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.

I See What You Did There

December 2014
–Present **Project Lead, Designer, Co-Founder**

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

June 2014
–Present **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](#).

Lunar Giant

March 2014
–June 2014 **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](#).

iD Tech Camp

Summer 2012 **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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DePaul University Club Football

March 2012
–December 2014 **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.

Sleep On It

2012
–Present **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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DePaul University

2012
–2014 **BS in Game Development**
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

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

Shapeoko (CNC Mill)
Good Working Knowledge

Unity
Highly Proficient

Unreal
Good Working Knowledge

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Interests

Screenwriting
Microcontrollers
Fixing Pinball Machines
Building Arcade Cabinets
Sports

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References available on request.