

Alex Dale

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Portfolio: <https://argo44.github.io/>

Education:

Rochester Institute of Technology (RIT), Rochester, NY

Bachelor of Science, Game Design and Development, Minor in Music Technology, Immersion in Psychology

Notable Courses: AI for Game Environments, Game Balance, Level Design, Digital Audio Production, Composing for Video Games

May 2024

GPA: 3.98

Skills:

Technical Skills:

- *Programming Languages:* C#, C++, HTML, CSS, JavaScript
- *Software:* Unity, Unreal, Godot, Pro Tools, Reaper, Wwise, Audacity, Excel
- *Project Management:* Github, Perforce, Trello, Jira, ClickUp

Projects:

Fated Formula: ULTRA NITRO CRUISERZ

July 2024 – August 2024

- Visual novel racing game made with a team of 8 in Unity for a 2-month game jam
- Composed BGM for various scenes with differing atmospheres and energy levels
- Created SFX for UI inputs and gameplay actions
- Designed software architecture for gameplay mechanics

DokoNekoHakai

May 2024

- Made using Unreal 5 in a 48-hour game jam collaboration with Japanese university students
- Assisted communications across language barrier between English- and Japanese-speaking students
- Designed the core gameplay loop with a focus on short, energetic gameplay cycles
- Composed BGM for title screen and gameplay with emphasis on respective moods
- Edited and mastered gameplay SFX using EQ and other effects

All-Wheel Brawl

January 2024 – May 2024

- Local multiplayer arcade game for the PlayStation 5 in a team of 7
- Created a Unity prototype to design and build the game during engine construction
- Designed gameplay mechanics and balanced parameters to create a fun experience
- Implemented gameplay systems in Unity using C#, later translated to C++ for PS5 version
- Created and mastered SFX and BGM clips for in-game use

Work Experience:

ChangelingVR (Interaction Designer)

May 2023 – August 2023

- Narrative VR mystery experience with a team of 80+ developers
- Collaborated with a focus team to renovate an existing level in Unreal Engine
- Designed a standardized system for snapping interactable objects together
- Created a VR puzzle that encourages the player to use a range of motion
- Documented design processes and implementations extensively for use of future development teams

Interplay Learning (Unity3D Developer Intern)

May 2022 – August 2022

- Developed internal editor tools for usage by design teams to create 3D simulations and scenarios
- Designed GUI components for VR users in online simulations with multiple users
- Discussed ongoing projects and gave status reports at standup meetings throughout each week