Alex Smith
Technical Game Designer

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Work Experience

Undergraduate Research Assistant   August 2021 - September 2023
Gorilla Bay, CETARL Project Education for All
- Designed quest mechanics, photo taking features, and a character customization system.
- Developed four science-based modules covering space, physics, ecosystem, and body.
- Utilized the localization dashboard to incorporate and switch between language translations.
- Collaborated with professors from diverse academic backgrounds.

Projects

Technical Game Designer   May 2023 - Present
Droplette
- Developed locomotion and projectile mechanics for four of the player's main abilities.
- Directed a team of 5 responsible for concept art, music, shaders, and gameplay.
- Prototyped and designed interactive mechanics for anti-gravity mud ramps and suction pipes.
- Designed a boss that tests the player's skills with the mud ability based on previous puzzles.
- Bug fixing all player and boss mechanics to ensure a polished final product.

Developer   May 2022 - June 2022
Axe Throwing Scoreboard
- Designed an axe throwing scoreboard app for a local business.
- Implemented five playable game modes with a player roster system.
- Concepted and prototyped app for testing before publishing all within a tight deadline.
- Achieved 16,000 impressions, selling over 100 units on the apple store without marketing.

Game Designer   May 2013 - November 2021
Ocarina of Time in Minecraft
- Implemented item mechanics including a boomerang, hookshot, and bombchu.
- Scripted enemy and boss AI that utilizes the player's past experience with items.
- Implemented alternative gameplay methods remaining faithful to the original game, like magic.
- Achieved over 23,000 downloads within the initial year of release.

Skills

Programming:
- Unreal visual scripting
- C++
- C#
- Python

Game Design:
- Unreal Engine 4/5
- Mechanics Design
- Saving & loading
- Project Management

Education

Wichita State University   August 2020 - May 2023
- Bachelor of Fine Arts - Media Arts with Specialization in Game Design.
- Graduated in 3 years with a 3.945 Overall GPA.