

Alex Smith

Game Designer

Game Designer with 10 years experience in game development and 5 years experience in Unreal Engine.

L: Manhattan, KS USA

P: +1 (620) 282-8594

E: Rivero7462@gmail.com

W: <https://www.riverogames.com>

LinkedIn: <https://www.linkedin.com/in/alex-smith-2051721b1/>

Skills

Programming:

- Unreal visual scripting
- C++
- C#

Game Design:

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

Leadership:

- Manage and mentor other designers
- Process and roadmap development
- Collaboration with multidisciplinary teams

Work Experiences

Undergraduate Research Assistant

August 2021 - September 2023

CETARL Project Education for All

- Designed quest mechanics, photo taking features, and a character customization system.
- Developed four science-based modules covering the solar system, physics, ecosystem, and body.
- Utilized the localization dashboard to facilitate language translations.
- Collaborated with professors from diverse academic backgrounds including linguistics, engineering, and english

Projects

Game Designer

May 2023 - April 2024

Droplette

- Developed gameplay mechanics centered around player interaction and environment dynamics.
- Directed a team of 5 responsible for concept art, music, shaders, and gameplay.
- Shipped Windows, Linux, and Mac builds on Steam including achievements.
- Integrated a saving and loading system with save files.
- Concepted and prototyped overworld and dungeon locations.
- Bug fixing all gameplay and enemy mechanics to ensure a polished final product.

Developer

May 2022 - June 2022

Axe Throwing Scoreboard

- Designed an axe throwing scoreboard intended solely for a local business.
- Achieved over 16,000 impressions selling over 100 units on the apple store without marketing.
- Published to the Apple Store with multiple device compatibility.
- Implemented five game modes and three themes within the game.

Game Designer

May 2013 - November 2021

Ocarina of Time in Minecraft

- Developed all aspects of creation such as programming, modeling, and music.
- Scripted accurate enemy and boss AI incorporating engaging behaviors and cutscenes.
- Implemented faithful levels, maintaining a near 1-to-1 scale to the original design.
- Achieved over 23,000 downloads within the initial year of release.

Education

Wichita State University

August 2020 - May 2023

- Bachelor of Arts - Media Arts with Specialization in Game Design.
- Graduated in 3 years with a 3.945 Overall GPA.