

Alex Smith

Junior Game Designer

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Creative, efficient, and long winded game designer with over four years of experience creating games with Unreal. Expertise in programming, rigging, level design, and UI.

Experience

CETARL Education for All

Graduate Research Assistant

08/2021- PRESENT

Responsible for creating a game-based platform for refugee learners, assisting in developing curriculum content for the game, and beta testing the educational platform.

- Programmed Gameplay Mechanics such as quests and photo taking
- Successfully modeled and textured science-based assets.

Ocarina of Time in Minecraft

Game Developer

05/2013- 11/2021

Created a remake of the game Legend of Zelda Ocarina of Time within Minecraft's game engine.

- Worked on all aspects of its creation such as programming, modeling, and music.
- Achieved over 23,000 downloads within the first year.

Freelance Videographer

Film and Editor

10/2021- 04/2022

Filmed and edited three different weddings.

- Made technical decisions regarding elements such as lighting.
- Gained the opportunity to film and edit two more weddings due to recognition from the first.
- Matched music with footage and transitions to create a smooth flowing film.

Skills

Software

Game & Level Design

- Level design & blockout
- Gameplay mechanics such as items and environment interactions.
- Intuitive UI/UX design
- Saving and loading

Rigging

- Create a biped rig from scratch
- Interchangeable IK/IF handles
- Effective paintweights and blendshapes
- Footroll and grip controls

Programming

- Unreal Blueprints
- C#, C++
- HTML, CSS

Leadership

- Process and roadmap development
- Manage and mentor other designers
- Provide feedback and direction



Education

Wichita State University

Bachelor of Arts - Media Arts with Specialization in Game Design.
Expected Graduation Date: May, 2023

08/2020- 05/2023