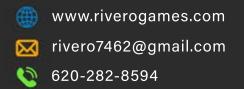
# Alex Smith

# **Junior Game Designer**



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**

## **Undergraduate 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 scatch
- Interchangeable IK/IF handles
- · Effective paintweights and blendshapes
- · Footroll and grip controls

• C#, C++

**Programming** 

- Unreal Blueprints
- HTML, CSS

# Leadership

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



















After **Effects** 

# Education

# Wichita State University