Alex Smith
Junior Game Designer

🌐 www.riverogames.com
✉ rivero7462@gmail.com
📞 620-282-8594
📍 Manhattan, KS

Work Experience

CETARL
Project Education for All

Undergraduate Research Assistant
08/2021- 09/2023

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

- 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

Droplette

Game Designer
05/2023- 04/2024

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

Axe Throwing Scoreboard

Developer
05/2022- 06/2022

- 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.
- Proficient in publishing games to the Apple Store with multiple device compatibility.
- Implemented various game modes and themes within the game.

Ocarina of Time In Minecraft

Game Designer
05/2013- 11/2021

- 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.

Skills
Software

Game & Level Design
- Level design & blockout
- Game Design & Processes
- Intuitive UI/UX design
- Saving and loading

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

Programming
- Visual Scripting
- C#
- C++

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

Education

Wichita State University
08/2020- 05/2023

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