Alex Smith
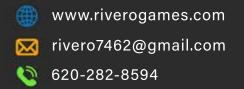## Junior Game Designer

🌐 www.riverogames.com
✉️ rivero7462@gmail.com
📞 620-282-8594

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

Game & Level Design

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

Programming

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

Rigging

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

Leadership

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

Software

Unreal   Github   Maya
Unity   Painter   Designer
Premiere Photoshop After Effects

Education

Wichita State University

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

08/2020- 05/2023