

# Alex Smith

## Junior Game Designer

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### 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.
- Published on steam with windows, linux, and mac builds including achievements.
- Integrated a saving and loading system with save files.
- Conceived and prototyped overworld and dungeon locations.
- Bug fixing gameplay to ensure a polished final product.

#### 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.

#### 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.

### Skills

### Software

#### Game & Level Design

- Level design & blockout
- Gameplay mechanics and environmental interactions.
- 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



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