**Alex Smith**

620.282.8594 Wichita, KS 67208 Rivero7462@gmail.com

<https://www.youtube.com/c/RiveroChannel>

**GAME DESIGNER**

**Junior Programmer | Level Designer | 3D Artist**

Creative, efficient, and long winded game designer with over three years of experience creating games with C# in Unity. Capable of problem solving and bug testing to get satisfactory results. Expertise in game mechanics, modeling, GUI elements, and asset design.

**EXPERIENCE**

**CETARL Education for All**- *Wichita, KS* 08/2021- PRESENT

**Graduate Research Assistant**

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

* Successfully created and textured science-based assets with maya.
* Acquired skills necessary to make an engaging learning experience.

**Ocarina of Time in Minecraft**- *Great Bend, KS* 05/2013- PRESENT

**Game Developer**

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 coding, modeling, and music.
* Achieved over 23,000 downloads within the first year.
* Built a discord server fan base from the ground up with over 1,600 members.

**Freelance Videographer**- *Wichita, KS* 10/2021- 4/2022

**Film and Editor**

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 to create a smooth flowing film.

**EDUCATION**

**Wichita State University** - *Wichita, KS*

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

**PROFESSIONAL SKILLS**

* Skilled in modeling software such as Maya.
* Capable of reading and typing code in C#.
* Proficient in Adobe products such as Photoshop, Premiere Pro, and After Effects.
* Filmed and edited for three weddings.