

Alexander Lynn

Project Leader

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SKILLS

- Project Management
- UI/UX Design
- Gameplay Programming
- Level Design
- Media Content Creation

TOOLS

- Trello, ClickUp, Microsoft Teams
- Figma
- Blueprints, C#
- Unreal Engine 5, Unity
- Canva, Final Cut, Premiere Pro

EXPERIENCE

Mighty Studios – *David's Mighty Men (WIP)* – Creative Director, Programmer, UI Designer September 2025 – Present

- Led a team of six, directing overall vision for game while managing each department in terms of their quality
- Prototyped every playable movement and combat mechanic, providing foundation for player engagement
- Implemented all UI elements, ensuring seamless player interaction
- Oversee all aspects of game development, including level design, gameplay mechanics, and artistic direction

FishCat Studios – *Fishy Business (WIP)* – Producer, UI Designer September 2025 – Present

- Led a team of seven, scheduling meetings and assigning tasks weekly
- Implemented all UI elements, providing player with ease of navigation
- Developed design documentation including GDD, ASG, product backlog and team contract
- Collaborated with team members to ensure that the game meets deadlines and standards set

Beans and Parm Studios – *On Your Feet! (WIP)* – Creative Director, Level Designer June 2025 – Present

- Gave over the shoulder feedback ensuring all game aspects are aligned with project's creative vision
- Designed several unique levels that drive user engagement
- Developed design documentation for concepts, story, and mechanics pipelines
- Conducted playtesting sessions and iterated on designs to improve player experience

Grow Goodness LLC – Internship – Creative Team Member, Assistant June 2024 – August 2024

- Collaborated with the creative team to produce multimedia content, including graphics, videos, and creative brand designs
- Engaged with online communities and managed social media accounts to enhance brand presence and drive user engagement
- Assisted in coordinating and executing digital campaigns, including scheduling posts and managing content calendars.
- Assisted in the creation and management of digital content across various platforms, including social media and web advertisement

EDUCATION

University of Central Florida – BA: Digital Media - Game Design

May 2026