Alexander Martin

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Game Design

I am a passionate and innovative game designer with 4+ years of creating engaging gameplay experiences. I am seeking to leverage my skills in creating game mechanics and levels to contribute to the development of immersive and captivating games.

Skills

- Proficient in game design tools/softwares: Unreal, Java, C#, C++ and Visual Studio
- Strong understanding of game mechanics, level design, and storytelling
- Experience with game prototyping and knowledge of industry trends and best practices
- Excellent communication and collaboration skills
- Proficient in project management softwares: Atlassian Suite, Perforce, and GitHub

Professional Experience

Level Designer / Game Designer / UI Designer

In Full Sail University's Capstone program, I participated in a focused four-month initiative aimed at team formation and the development of a fully-realized game. Within this timeframe, I assumed responsibility for critical aspects of the project, including the design and implementation of Menus/HUDs, gameplay scenarios, and level creation.

- Designing and implementing intuitive Menus/HUDs to enhance user experience and navigation within the game.
- Crafting engaging gameplay scenarios to challenge and entertain players while adhering to project objectives.
- Increased team log output within 2 weeks by creating charts and graphs within Atlassian Suite to display how we could optimize our time better while holding daily standup meetings.

Be Wild Games - Level Design Intern

- Coordinated with Developers on design philosophies on the level layouts.
- Produced material for standup meetings to hit deadlines.
- Collaborated with artists to make concepts for upcoming levels.

Education

Game Design Bachelors (Valedictorian) – Full Sail University, FL **Computer Science Bachelors** – Franklin University July 2022 Currently Studying

April 2022 - July 2022

October 2021 - February 2022