

# Alex Wilson

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**SUMMARY** I'm a Game Designer with a primary focus on Gameplay and Systems design. I have hands-on experience in designing and developing 3 3D action games. I'm proficient in both Unreal and Unity.

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- SKILLS & ABILITIES**
- Ability to identify problems and propose solutions that are relevant to the systems in the game.
  - Experience in C# and Visual Scripting (Blueprints).
  - Experience writing design documents.
  - Experience creating experiences using Unreal and Unity.
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**RELEVANT EXPERIENCE** **Tech Cowboy, 3D Top-Down Shooter (2 people)**  
Sep. 2023 – Sep. 2023 (6 days)

- Handled most of the gameplay design.
- Maintained a design log throughout development containing all design choices and discussions we had.
- Did all the programming for the project.

**Bullet Zone, 3D FPS Bullet Hell**

Dec. 2020 – Feb. 2021

- Collaborated with a colleague using Perforce for version control for Unreal.
- Designed and implemented gameplay features to align with the game's core theme.

**Heart of the Forest, 3D Action Wave Survival**

Jan. 2022 – March. 2022

- Led as the lead designer in a university project with a team of five members, collaborating in Unity.
  - Made informed design decisions within project scope when certain features couldn't be implemented by the programmers.
  - Successfully scripted a day and night system.
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**OTHER EXPERIENCE** **Front of House & Waiter, Thai Jasmine Restaurant**

Jun. 2022 – Sep. 2022

- Effectively managed demanding shifts on my own and maintaining smooth operations during peak times.
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**EDUCATION**    **BSc, Games Design – Bournemouth University (2023)**

- First-Class Honours
  - Explored a variety of other subjects such as Interface Design, UX, Analytics, Animation, Storytelling and Narrative, and Business/Project management
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**OTHER  
ACCOMPLISHMENTS**

- Served as the team captain for an esports team, leading us to compete in a significant Apex Legends tournament against the world's top teams in Poland.
  - Play and enjoy a variety of games from AAA to indie, shooters to resource management.
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