Alex Rose

Technical Designer

CONTACT

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Education

BS Electrical Systems Engineering

Texas A&M University | 2023

SKILLS

- Design Documentation
- Level Design
- C#, C++, Python, Lua
- Unity, Unreal
- Microsoft Office

AWARDS

Battery Buddies

Chillenium - Best in Programming

Lead Programmer and Designer, beat over 230 other competitors

Respirace

TAGD - Best in Design

Additionally placed second overall for the "It's about time" jam theme

How Deep Does This Go

TAGD - Gold Finish

First place finish with high praise for mechanical design

Healthcare Games Showdown

Best Programmer

Top overall programmer, earning an internship at the sponsor company

PROFILE

Professional Game Designer with over four years of experience in both commercial and experimental game development. Proven track record featuring the innovative therapy game Mentalis for TYM Studios, the Therapon project for Texas Children's Hospital, and the educational Alula Island. Recognized for design excellence with multiple awards and former Vice President of Texas Aggie Game Developers, the IGDA chapter of Texas A&M University. Possesses strong technical abilities, quick learning aptitude, and a passion for delivering high-quality games. Has also been the designer for over twenty game jam games, with several going on to win awards.

EXPERIENCE

Lead Game Designer

Alula | Bryan, TX | 2022 - PRESENT

- Designing and building levels for open world game Alula island
- Prototyping of new mechanics
- Converting TEKS objectives into game mechanics
- Building tools to speed up the design and art pipeline
- Practices strong coordination with audio, visual and writing departments
- Writing documentation for development team

Game Designer

Texas A&M LIVE Lab | College Station, TX | 2020-2021

- Design gamification systems for disaster relief simulation
- Provide feedback on existing levels for iterative design
- Researched UI/UX concepts and compiled collected information
- Write documentation for existing level design work

Lead Programmer

AT&T Development Team / TYM Studio | Houston, TX | 2019-2020

- Developed Mentalis, a browser based tool for mental health
- Developed on new and exclusive cutting edge software Clutch
- Produced working prototype in less than thirty days with an active team of three
- Built tools to allow non game developers to create custom scenarios
- Worked in high intensity filmed environment, later turned into documentary