

Alex Milner



Level Designer

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I am a passionate level designer with a strong creative background seeking an opportunity to craft and invest in new worlds. I aim to create quality experiences for the player using a strong creative and technical minded approach.

SKILLS

Engines	Unreal Engine 4, Unity, CryEngine, Lumberyard, Creation Kit, Source
Programming languages	Visual Script (UE4), C#, C++, JavaScript, Papyrus
Software	Maya, 3DS Max, Visual Studio, Microsoft Office, Adobe Collection

WORK EXPERIENCE

March 2018 – Current	Junior Game Designer – Firesprite <ul style="list-style-type: none">• The Persistence<ul style="list-style-type: none">○ Various Room Designs○ Challenge Rooms○ Intro / Outro cinematics
June 2017 – December 2017	Contract Level Designer – Cold Furnace Studios <ul style="list-style-type: none">• Atrocity: Field of Hands<ul style="list-style-type: none">○ Level Design Support for Early Game level

EDUCATION

2013 – 2016	1:1 Bachelor of Engineering with honors in Computer Gameplay Design & Production Staffordshire University, United Kingdom
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HOBBIES

Game Development	Moon (Unity C# 2D Side Scroller with World Switching)
Writing	The Infinite Cycle, Trenchfoot, Tales of the Scar Cloud
Games	Twilight Princess, Pokémon, Overwatch, Jak & Daxter, Dark Souls 3, Skyrim, Wolfenstein: The New Order
Other	Warhammer 40k, Dungeons & Dragons, Comic Books

References Available on request.