

Alexander G. Martin

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EXPERIENCE

Be Wild Games, Remote — Level Designer (Internship)

October 2021 - PRESENT

- ❖ Designing levels within Unreal Engine
 - Working in Unreal with Blueprint Scripting
 - Using Blockmesh and other techniques
- ❖ Working Remotely
 - Weekly Zoom meetings
 - Occasional Discord Meetings

PROJECTS

HellTech 2808 - College Capstone Project

April 2022 - Present

- ❖ Lead a team of 6 people including myself in making a game from the ground up in a 4 month span
 - Team Leader - I made sure everyone is on track, scheduled meetings, and kept an eye on our sprints to make sure work was getting done.
 - Work mainly on UI and Level Design

EDUCATION

Full Sail University, Winter Park, FL — Game Design Bachelors

AUGUST 2020 - PRESENT

- ❖ Level and Game Design
- ❖ Source Control
- ❖ Production and Pre-Production

Powhatan High School, Powhatan, VA — High School Diploma

SEPTEMBER 2015 - JUN 2019

- ❖ AP Computer Science
- ❖ Game Design and Cyber Security

PORTFOLIO

<https://www.agmartindesign.com/>

SKILLS

- ❖ Unreal Engine 4
- ❖ Documentation Writing
- ❖ Microsoft Visual Studio
- ❖ Code Languages Known:
 - C#
 - JavaScript
 - Blueprinting
- ❖ Source Control
 - Perforce
 - Github
- ❖ Trello
- ❖ Atlassian Suite
 - Confluence
 - Jira
- ❖ Debugging
- ❖ Leadership
- ❖ Teamwork Skills
- ❖ Critical Thinking

LANGUAGES

- ❖ English
- ❖ German