**Jason Alexander**

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• 8 years of game design experience • Multiple AAA games shipped • Level and System Design

• 1st & 3rd person action games • Kinect development experience • Gameplay Scripting

• Infernal Engine • Scrum/Agile Development experience • SketchUp Experience

**PROFESSIONAL EXPERIENCE**

**Terminal Reality, Lewisville, TX 2005 – 2013**

**Level Designer**

* Implementation and iteration on whitebox levels for multiple games
* Implemented cinematics, combat encounters, and scripted events in both early prototyping, and final shipped games
* Worked with programmers on designing and implementing gameplay systems
* Took lead in establishing metrics for both artists and LDs to follow when building gameplay environments

**Terminal Reality, Lewisville, TX 2005**

**Quality Assurance**

* Found and reported bugs for Aeon Flux (Xbox and PS2), and reproduced bugs as needed for dev team

**GAMES**

**Unreleased Puzzle Game (Xbox One, PS4, Xbox 360, PS3, PC) 2013**

**Level Designer**

* Designed and implemented puzzle rooms for multiple levels including prototypes
* Created level building kit specifications and temporary assets using SketchUp
* Formatted initial Game Design Document for project, and also contributed system designs

**The Walking Dead: Survival Instinct (Xbox 360, PS3, Wii U, PC) 2013**

**Primary Level Designer**

* Worked primarily on level designs, whiteboxes (SketchUp), and minor system designs
* Worked on Supply Stop level for vertical slice and for full game
* Primary level designer on Logging Camp, Drive-In, Outlet Mall, and Stadium levels
* Took lead in establishing world metrics and scripting standards for other level designers

**Kinect Star Wars (Xbox 360) 2012**

**Level Designer**

* Worked on Jedi Mode levels, gameplay systems, and cinematic implementation
* Whitebox creation and gameplay scripting for Theed vertical slice level which helped to green light full production
* Gameplay scripting for Bespin demo level presented on stage at Microsoft Conference during E3 2011
* Levels in final game include Kashyyyk 1, Kashyyyk 2, Kashyyyk 6, and Providence 3

**Ghostbusters: The Video Game (Xbox 360, PS3, PC) 2009**

**Level Designer**

* Worked on whitebox and gameplay scripting for vertical slice level (Library 1a)
* Designed and implemented tutorial whitebox and scripting in Firehouse level
* Primary designer for shipping levels included Firehouse, Library 1a, Times Square 2, and Cemetery 2

**Spy Hunter: Nowhere to Run (Xbox, PS2) 2006**

**Level Designer**

* Implemented enemy encounters and scripted events for multiple vehicular and on-foot levels

**EDUCATION**

**Bachelor of Computer Science,** University of Texas at Arlington, August 2005