

# ANLEX ANGEL

LEVEL DESIGNER/SCRIPTER

## CONTACT

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## EXPERTISE IN

### GAME DESIGN

2D/3D Level Design

Dialogue Interaction

Game Mechanics

Prop Design

Prototype Design

UI Design

UV Mapping

### PROGRAMMING

C#

JavaScript

Unreal Blueprint

Unreal Kismet

### SOFTWARE

Adobe Audition

Adobe Photoshop

Audacity

Autodesk Maya

CrazyBump

Microsoft Office

Mudbox

Unity3D

Unreal Development Kit (UDK)

Unreal Engine 4

Substance Painter 2

## PROJECTS

### LEVEL DESIGNER Indie Game Development 2015

- Collaborated with design team to create a sci-fi RPG
- Brainstormed concept ideas, sketched rough layouts of gameplay, and provided constructive feedback
- Play-tested prototypes, fine-tuned bugs and player interaction
- Created block outs to determined size and player path
- Collaborated with scripter to determine gameplay and assemble game assets accordingly to create a playable level

### GAME DESIGNER Game Jam 2014

- Gathered references to sketch concept assets; created 2D assets using Photoshop
- Designed and built quick prototypes of 2D games in Unity3D within a span of two weeks; documented gameplay
- Scripted simple game mechanics using C#
- Edited sounds to incorporate into the game

### LEVEL DESIGNER RPG Village Project 2014

- Designed and developed a RPG village centered around player and NPC interaction
- Built several modular pieces in Autodesk Maya; created a variation of 3D props to populate level
- Established a simple dialogue interaction system using Unreal Engine Blueprint, in addition to a quest and monetary system
- Incorporated cut scenes during gameplay; edited sound effects
- Assembled a playable level with various height elevations

## EDUCATION

### BACHELOR OF FINE ARTS 2012 - 2017

Game Development, Level Design