

Alex Haddow-Mendes

Technical Game Designer

•Portfolio•
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EXPERIENCE

Ubisoft, Düsseldorf — *Technical Level Designer*

August 2020 - Ongoing

Developing AAA VR Titles. Providing technical assistance to designers, prototyping various mechanics, creating and maintaining script blocks according to design.

Team 17, Wakefield — *Designer (Technical)*

July 2017 - August 2020

Designer on a plethora of in-house and external projects of varying engines and genres. Prototyping new concepts for further studio development. Provide design feedback as a Team17's design point of contact.

Rockstar, Lincoln — *Games Tester*

April 2017 - July 2017

Tested Rockstar games in the RAGE engine for quality on the PS4, Xbox One & PC.

EDUCATION

University Of Central Lancashire — *Games Design*

September 2013 - July 2016

- Games Design BA (HONS) - **First**

Exeter College, Exeter — *Information Technology*

September 2011 - September 2013

TECHNICAL SKILLS

- Visual Script, C#, C++
- Maya, ZBrush
- Photoshop, illustrator
- Unreal Engine, Unity
- Microsoft Office

PROJECTS

Advanced First Person Character — *Unreal Engine Marketplace*

A popular tool, Selling on the Unreal Marketplace - A tool for Unreal Engine 4 that is the basis of modern First Person games, increasing usability for designers without technical skills.

Assassin's Creed VR — *Unity*

Currently working on Assassin's Creed VR in Unity. In the role of a Technical Level Designer, I ensure the technical quality of scripts, prototype mechanics and missions, technical assistance for designers etc.