# Alex Haddow-Mendes
# Senior Technical Games Designer

## Contact

[Alexhm.co.uk](Alexhm.co.uk)

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+44 7983751364

## Skills

- Programming (BP, C++, C#, Lua)
- Tech Design Pipelines
- Gameplay Design
- Level Design
- UI/UX Design
- Agile / Scrum workflows
- Mentoring & Leadership

## Tools

- Unreal Engine, Unity, Northlight
- Adobe (Photoshop, Illustrator)
- 3D Tools (3DS Max, Maya)
- Microsoft Office

## Experience

### Tt Games, Knutsford   Senior Technical Designer
*OCT 2024 - PRESENT*

Designing, prototyping, and scripting gameplay activities for the next LEGO open-world adventure.

### Splash Damage, Bromley   Technical Designer
*SEPT 2022 - OCT 2024*

Worked on Transformers Reactivate within AAA team, designing, prototyping, and developing implementation workflows for open world features and balanced vehicle gameplay.

### Red Kite Games, Leeds   Senior Designer (Technical)
*SEPT 2021 - SEPT 2022*

Contributed to FBC Firebreak, adapting Control gameplay into a FPS multiplayer experience, designing and prototyping new features during pre-production with a medium-sized team.

### Ubisoft, Düsseldorf   Technical Level Designer
*AUG 2020 - SEPT 2021*

Worked on Assassin's Creed Nexus VR, developing a AAA VR title by providing technical assistance to designers, prototyping mechanics, and creating and maintaining mission scripting blocks aligned with overall design goals.

### Team 17, Wakefield   Designer (Technical)
*JULY 2017 - AUG 2020*

Designer on a plethora of in-house and external projects of varying engines and genres. Prototyped game concepts. Provided design feedback as a Team 17'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

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## Education

### University of Central Lancashire   Games Design
*SEPT 2013- JULY 2016*

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

### Exeter College    Information Technology
*SEPT 2011 - SEPT 2013*

- Grade: **Distinction** *
- IT Practitioners skills. Business IT use, programming in C#

## Projects

### Transformers Reactivate   Unreal Engine 5

Created blueprint standards documentation and pushed for usage. Owning the Open Worlds team, creating documentation, designs, and systems.

### Assassin's Creed Nexus (VR)   Unity

Transforming the Assassin's Creed formula and reimagining it within Virtual Reality. I worked on this project during my time at Ubisoft, I was responsible for creating the gameplay blocks used for missions - ensuring the smooth transition into the VR space.

### FBC Firebreak   Northlight Engine

A multiplayer, live service spinoff of Control. Adapting the Control game to work within a multiplayer setting, working within the Northlight Engine and scripting in Lua.

### Advanced First Person Character   Unreal Engine 5

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.

### Luck Screen   Android, Unreal Engine 4

A casual, puzzle/pattern mobile. Solo developed for Android devices and released to Google Play Store