Alex Haddow-Mendes

Senior Technical Game Designer

•Portfolio•
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SUMMARY

A driven senior technical game designer with over 15 years of gaming contribution. From a humble beginning as a hobbyist, I've evolved into a professional collaborator, working with renowned developers such as Ubisoft and Rockstar Games. With a first-class honours degree in Games Design and expertise in Unreal Engine, Unity, and various programming languages, I excel in designing and prototyping innovative gameplay experiences. Passionate about pushing boundaries in the industry, I am dedicated to advancing my career through modern practices and delivering outstanding results.

EXPERIENCE

Splash Damage, Bromley— *Technical Designer*

September 2022 - Present

Designing and prototyping a playable concept for a new AAA IP. Working with a focused team to help display the intentions for this new project.

Red Kite Games, Leeds — *Senior Designer (Technical)*

September 2021 - September 2022

Transforming an established IP to suit new audiences. Developing during pre-production, designing and prototyping new gameplay experiences. Working within a medium sized design team.

Ubisoft, Düsseldorf — *Technical Level Designer*

August 2020 - September 2021

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

White Paper Games, Manchester— *Design Intern*

May 2015 - September 2015

A summer internship to develop a standalone video game in collaboration with White Paper Games and 3 other interns.

PROGRAMMING LANGUAGES

- UE Blueprints
- C#
- Lua
- C++

TECHNICAL SKILLS

- 3DS Max, Maya, ZBrush
- Photoshop, illustrator
- Unreal Engine, Unity, Northlight
- Microsoft Office

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

PROJECTS

Transformers Reactivate — *Unreal Engine 5*
Created blueprint standards documentation and pushed for usage. Owning the Open Worlds team, creating documentation, designs, and systems.

Unannounced SciFi (New IP) — *Unreal Engine 5*
Designing and prototyping a playable concept for an unannounced SciFi project. Working within Unreal Engine, this project involves a mix of blueprint and C++.

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.

Project Condor (Control IP) — *Northlight Engine*
A multiplayer, live service-based spinoff of Control. Adapting the Control game to work within a multiplayer setting, working within the Northlight Engine and scripting in Lua.

Worms Rumble — *Unreal Engine 4*
A reimagining of the Worms genre, a light-hearted real-time multiplayer shooter. I designed the original prototype and later worked on the final version. This was developed as a games-as-a-service product and required planning and creation of future content.

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.

Luck Screen — Android, *Unreal Engine 4*
A casual, puzzle/pattern mobile. Solo developed for Android devices and available to download on Google Play.