

# Alex Haddow-Mendes

Technical Game Designer

•Portfolio•  
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## EXPERIENCE

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

September 2021 - Ongoing

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.

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## 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

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

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## 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.

### Worms Rumble — *Unreal Engine*

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.