Alexander McKie

**e-mail:** alex.mckie2@gmail.com

**LinkedIn:** [**https://www.linkedin.com/in/alex-mckie-537149207/**](https://www.linkedin.com/in/alex-mckie-537149207/)

## Portfolio

<https://www.alexmckiedev.com/>

## Summary

Throughout my career I have always loved to work in teams and encounter new challenges that help to grow my knowledge, specifically in level design but also with smaller quirks in other disciplines such as art, audio and programming.

My current skillsets include iterative level/games design with detailed documentation, spatial design and a focus on player feel, alongside theory on how to make fun and engaging level design through the MDA approach. Another skillset is level design with focus on pathing, set pieces and player agency. Additional workflows include creating Game ready UI’s in Unreal from scratch as well as game-ready assets.

Current Projects professionally worked on include “**MechHead**” where I was employed as a Level Designer which won **“Best Arcade Game” for the 2023 TIGA awards.**

Other projects include functional level streaming which heavily optimises my levels, finished maps in proprietary SDK’s such as 4A’s Exodus SDK and lastly leading a 20 person team as project lead on “When Pigs Fly”.

## Education

Computer Gameplay Design and Production
(BSc) Hons
Staffordshire University
2021 – 2024

## Skills

**Engines**

Unreal 4/5 (Epic Games) – Hammer Engine (Valve) – Exodus SDK (4A Games) – Trenchbroom – Chrome Engine 6 (Techland)

**Software**

 Adobe Photoshop – Miro – Whimsical – Jira – Sourcetree – 3DS Max – Substance Painter –
Marmoset Toolbag 4

**Traits**

Leadership – Communication – Problem solving – Dedication

## Experience

**June 12th – July 21st 2023 – “MechHead” TIGA AWARD WINNER FOR “Best Arcade Game 2023”**

* Employed as a Level/UI Designer, creating and iterating on multiple levels using industry tools with other designers alongside establishing UI mock-ups later used as a reference for concept and UI artists. QA was also conducted to ensure that a comprehensible and up to date form system was put together to be passed onto the programming team for more effective changes.

**January 2nd – February 10th 2023 – “Toro” – Awarded Best Single Player Experience and Most Replayable – Played and Live Reviewed by Rockstar**

* Worked as a Junior level designer with additional responsibilities. Assisted with creating a detailed GDD alongside creating multiple levels with industry tools, pipelines and iterative testing. UI was also designed and constructed for the final release. Other minor elements such as promotional screenshots, in game tutorials and release trailers were also created.

**June 12th – July 21st – “Mental Block” Shortlisted for TIGA award Winner “Best Puzzle Game 2023”**

* Employed as a QA tester, playing through different builds and iterations whilst giving honest feedback about various different mechanics and overall player feel which was used to make improvements that led to the project being nominated for a TIGA

Throughout my time at university, I have also done optional webinars ranging from networking, opportunities and learning new skills such as time management and adaptability with my latest event being attending the UKiE conference. Here I networked with industry members and asked them unique questions which they passed onto their teams at the company to consider going forward.

## Volunteering

**October 2022 – 2 Months - Mentor, Staffordshire University**

* Mentoring a first-year international student over a period of 8 weeks, answering questions, providing university resources and offering advice from my first-year experience.
* My mentoring helped my mentee gain social confidence, knowing where to look for academic help and having the newfound confidence/resources to start their own society. This helped to drastically improve my social skills and communication and gave me better insight into providing help for others.

**June 2022 – 7 months - Student Supervisor, Woodcock's Well CoftE Primary School, Staffordshire**

* Supervising children and assisting teachers at local church visits for coordination which helped my management skills.
* Registering schoolbooks on a local database for management which also gives kids new books to read for entertainment, learning and reading skill improvements.
* Supervising and assisting various school trips as well as working one-to-one with children with social needs to improve coordination and social skills. This in turn helped me gather communication skills and helping others in a team when needed.

## Interests and activities

* Unyielding passion for playing and analysing all types of games from the newest to cult classics as the range of different genres and the communities within them is enjoyable to interact with.
* Photography which game transferable skills such as photoshop and composition for asset creation and in game usage.
* The newest technologies that emerge such as new hardware/software intrigue me as their usage in video games can change a player’s experience drastically.
* Video game events both virtual and physical such as EGX.
* Variety of music genres such as EDM and rock.