

# Alexander Mckie

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## 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, level scripting through visual scripts and a focus on player feel. Extra skills include theory on how to make fun and engaging level design through established MDA pillars. My most recent level designs also show a focus on pathing, set pieces and player agency within my level designs.

- 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**. Alongside currently doing **level design at Creative AF games**
- 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 (Awarded First)

Staffordshire University - (BSc) Hons

2021 – 2024

## Skills

### Engines

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

### Software

Adobe Photoshop – Affinity Photo 2- Miro – Whimsical – Jira – Sourcetree – 3DS Max – Substance Painter – Marmoset Toolbag 4 – Microsoft Office suite

### Traits

Leadership – Communication – Problem solving – Dedication

## Experience

(June 12<sup>th</sup> – July 21<sup>st</sup>, 2023) Level designer at Creative AF Games

- Currently championing multiple level designs, implementations and iterations on a NDA project. Used visual scripting to create level streaming systems for optimisation alongside making these designer friendly through quality of life changes.

### **(June 12<sup>th</sup> – July 21<sup>st</sup>, 2023) Level design on “MechHead” TIGA AWARD WINNER FOR “Best Arcade Game 2023”**

- Employed as a Level Designer, creating, implementing and iterating on multiple levels using industry tools with other designers alongside QA playtest sessions with heatmap testing to further balance progression and enemy difficulty. UI mock-ups were also established and later used as a reference for concept and UI artists. Alongside level design, forms and documents were also set up for programmers to ensure better coordination and quicker patch releases.

### **(January 2<sup>nd</sup> – February 10<sup>th</sup>, 2023) – Level design on “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. Led playtest sessions to gather feedback which led to refinements. 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.

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**

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### **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 genuine advice.
- 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 which in turn boosted my communication and confidence in helping others outside my field.

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

- Registering schoolbooks on a local database for management which also gives kids new books to read for entertainment, learning and reading skill improvements.
- Supervising school trips and working one-to-one with children that have 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**

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- Unyielding passion for playing and analysing all types of games from the newest releases to cult classics and interacting with its die hard communities that preserve those games.
- Nature Photography alongside more horror related genres
- 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.
- Old school tracker music for systems like the NES and Sega Genesis
- Video game events both virtual and physical such as EGX.
- Breakdowns and engine insights into various proprietary engines.