

# Alexander Hogan

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## SUMMARY

- 5+ years of game design, level design, scheduling, and management experience.
- Scrum Master Certified, with skills in SWOT, Trello, Jira, Gantt, and YouTrack.
- Programming Languages: Excel, Google Sheets, C#, C++, Java, Python, and SQL.
- Shipped games on PC, Xbox One, PS4, Nintendo Switch, iOS, and Android.
- Examples of Design Documentation: <https://bit.ly/36mwaI4>

## PUBLICATIONS

### Level Designer

*Trollhunters: Defenders of Arcadia*

September 25, 2020

Prototyped, greyboxed, and tested half of the levels found in the game using a proprietary tool that was learned on the fly and Unity. Single handedly designed all of the puzzle rooms for both single-player and co-op play. Achieved the end result of reiterative design for the game loop and aesthetic, as well as the approval of the lead level designer and the lead designer.

### Game Designer

*When Rivers were Trails*

March 20, 2019

Lead initial design after playing *The Oregon Trail* for inspiration on how to design the rest of this game, alongside following a Native American History curriculum. Concepted, scripted, prototyped, and tested a mini-game within this game, which was a canoeing mini-game that would account for river travel within the game. This game won the "Adaptation Award" at Indie Cade 2019.

## EXPERIENCE

### Lead Designer

*WayForward Technologies*

July 2019 // Present

Efficiently built, iterated, tested, and gained feedback for level designs. Developed single player and co-op puzzle designs in Unity using C#. Organized in YouTrack and Gantt charts for scheduling and finishing milestones. Spearheaded combat design for RWBY: Arrowfell and designed enemy, boss, and player character combat movesets in Unity.

### Game Designer

*Games for Entertainment and Learning Lab (GEL Lab)*

May 2018 // May 2019

Oversaw Daily Scrum to facilitate iteration and organization. Organized the Trello page for the project. Charted the strengths and weaknesses using a SWOT chart for the project. Scripted mechanics and systems in the project using C#. Designed game loops and wrote dialogue and in-game text single-handedly. Grayboxed every level for every project I was on within Unity.

## EDUCATION

### Michigan State University

*College of Communication Arts and Sciences*

Graduated May 2019

- Degree: Bachelor of Science in Media and Information.
- Minors: Game Design, Computer Science.