

Alexander Hogan

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SUMMARY

- 5+ years of game design, Combat design, and Production 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.

PUBLICATIONS

Lead Designer

RWBY: Arrowfell

November 15th, 2022

Brought on to lay the foundation for this project, designing its world, levels, combat, bosses, and enemies. Designed and implemented the combat of the main characters, enemies, and bosses. Also was brought on as an assistant producer, acting as a liaison between the producer, directors and the team. Employed the use of Gantt charts and other scheduling tools for our team of around 50.

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.

EXPERIENCE

Lead Designer

WayForward Technologies

July 2019 // March 2022

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.