



Alex Cline

Game Designer

UX Designer

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Education History

Bradley University
B.S. - Game Design
Minor - User Experience Design
Graduation Date - May 2021

Skills - Development

Unreal Engine
Unity
C#
Microsoft Office
Adobe Creative Suite
Miro
Figma
InVision

Skills - Production

Microsoft Teams
Jira
Hansoft
Perforce
Slack
Trello
Google Suite

Project Experiences

Mission Designer | **Saints Row (2022) DLC**
Deep Silver Volition | Champaign, IL | Jul '22 - Jun '23
Conceptualized ideas and wrote documentation for mission content.
Prototyped and developed mission content.
Collaborated in multidisciplinary teams to develop mission content.
Improved Saints Row (2022) mission content to be released with DLC content.

Mission Designer | **Saints Row (2022)**
Deep Silver Volition | Champaign, IL | May '21 - Aug '22
Developed missions in a proprietary engine.
Fixed bugs in missions in a proprietary engine.
Provided user experience feedback on gameplay.

UX Design Lead | **A Cog in the Cosmic Machine**
Bradley University | Peoria, IL | Aug '20 - May '21
Collaborated on a remote team of twenty people to create a narrative strategy game.
Planned and ran remote user tests, analyzed test results, and suggested changes to the discipline teams based on results.
Illustrated the player experience to the rest of the team.
Collaborated with designers to address pain points and usability issues.
Collaborated with designers and artists to design low fidelity wireframe.
Collaborated with programmers to implement UI into the Unity project.

Work Experiences

Mission Designer
Deep Silver Volition | Champaign, IL | May '21 - Aug '23
Promoted in July 2021, November 2021, April 2022, and April 2023.
Conceptualized ideas and wrote documentation for mission content.
Prototyped and developed mission content.
Collaborated in multidisciplinary teams to develop mission content.

Designer
B302 | Arnhem, Netherlands | Feb - Mar '20
Designed wireframes for client projects.
Edited headshots using Photoshop.

Game Design Tutor
Bradley University | Peoria, IL | Aug - Dec '19
Helped students understand lectures and the content therein.
Ensured students understood the assignments for classes.

Software Developer Intern
Jump Simulation | Peoria, IL | Nov '18 - May '19
Designed and documented prototypes for a digital game project.
Designed visual mock-ups for mobile application screens.

Achievements Earned

Rank of Eagle Scout
BSA Troop 75 | Bolingbrook, IL | Oct '16
Planned, led, and reported on a community service project.
Designed, built, and installed garbage barrel holders for a community park.