



# 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  
Unreal Game Sync  
Unity  
C#  
Microsoft Office  
Adobe Creative Suite  
Miro  
Figma

## Skills - Production

Microsoft Teams  
Jira  
Hansoft  
Perforce  
Slack  
Trello  
Google Suite

## Feats Achieved

Promotions at Volition  
Apr '23  
Apr '22  
Nov '21  
Jul '21  
Eagle Scout Award  
Oct '16

## Project Experiences

Quest Designer | **Clockwork Revolution**  
Shapeshifter Games | Champaign, IL | Nov '23 - Present

Collaborated with quest, narrative, and level designers to ideate content.  
Designed content based on ideation within region and time state restrictions.  
Implemented content into Unreal Engine 5 and a proprietary narrative tool.  
Managed quality of implementation content throughout the project.

Mission Designer | **Saints Row (2022) DLC**  
Deep Silver Volition | Champaign, IL | Jul '22 - Jun '23

Designed mission content using flow graphs and documentation.  
Prototyped and developed mission content in a proprietary engine.  
Collaborated in multidisciplinary teams to develop mission content.  
Improved Saints Row (2022) mission content 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 prepared reports.  
Illustrated the player experience to the team using user test reports.  
Collaborated with team members to create wireframes and implement UI into Unity.

## Work Experiences

Designer  
Shapeshifter Games | Champaign, IL | Nov '23 - Present

Collaborated with external partners on their game projects.  
Communicated with internal staff regarding external project update and feedback.  
Created documentation templates for internal project development.

Mission Designer  
Deep Silver Volition | Champaign, IL | May '21 - Aug '23

Designed mission content using flow graphs and documentation.  
Prototyped and developed mission content in a proprietary engine.  
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.