



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

Promoted 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.