

ALEX MILLER-OKIYAMA

GAME DESIGNER • LEVEL DESIGNER

SUMMARY

Creative game and level designer with a strong understanding of design tropes and mechanics needed to create awesome, fun games.

- Experience in both F2P and non-F2P games, as well as both Mobile and PC platforms.
- A strong passion for creativity and visual storytelling.
- Extensive knowledge of game design, and specifically level/content design.
- Positive, easy-going attitude and a strong directorial eye.
- A friendly team player who works very well under pressure, and strives for efficiency.
- Excellent analytical skills.

WORK EXPERIENCE

Rogue Rocket Games, San Francisco, CA

Aug. 2012 – Nov. 2015

Game/Level Designer

August 2014 – November 2015

Built all levels, handled content design and technical layout for *Heist City Heat*, as well as dialogue/story and much of the Economy design. Unity project. High-level concept and systems design for Social Quiz App, *WhatNow*.

Game/Level Designer

October 2013 – February 2014

Shipped first-party Microsoft F2P game *Throne Together* for Windows 8 and Mobile platforms. Worked as Game Designer and sole Level Designer, and created all of the levels and puzzles used in the game. Unity project.

Game/Level Designer

August 2012 – May 2013

Primary Level Designer for the critically acclaimed *Gunpowder* (4.5/5 stars on Touch Arcade). Built over 120+ levels for first-party Microsoft game, eventually porting to iPad/Windows8, as well as two DLC expansions. Also did much of the Systems design and wrote up the GDD. Level, System/content design, and Art assets on a F2P mobile game *Dead on Delivery*. Unity project.

Eveo, Inc., San Francisco, CA

September 2010 - September 2011

Production Artist and 3D Generalist

Worked on a wide variety of demanding CG and storyboard projects for a large marketing firm that specialized in creating high quality visual content for Biotechnology and Large Pharmaceutical companies.

Hidden Block Studios, Concord, CA

February 2012 - Present

Spearheading a personal independent game called **Dead Gear** (www.deadgeargame.com) as the primary Game Designer, Coder, Level Designer and Artist within a small team of fellow industry professionals, using the Unity engine.

SKILLS

- Autodesk Maya (6 years), Adobe Photoshop (10+ years) & After Effects
- Proficient with Unity3D engine (4 years), Unreal Engine/UE4 (2 years)
- Agile Development (4 years), familiar with working under Agile frameworks
- Office Suite/Word/Excel/Visio (10+ years), InDesign, JIRA
- Visual Scripting (3 years)

EDUCATION

Ex'pression College for Digital Arts, Emeryville, CA

January 2008- June 2010

Bachelor of Applied Science (BASc) in Animation and Visual Effects