Alex James | Game Designer

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CAREER OBJECTIVE

Computer Game Design major seeking a position in the game design industry to leverage my proven knowledge of gameplay interactions, proficiency with Unity and coding languages, strong leadership skills, and unwavering dedication to the game design field. Frequently praised as hard-working by my peers, I can be relied upon to fulfill any role I am assigned.

EXPERIENCE

Production Manager, GADIG (George Mason Game and Design Interest Group)
Fairfax, VA / December 2023 – present
Serves as a production manager, successfully overseeing the development of complete games over the course of a college semester. Works with a team to lead, plan, scope, and manage 70+ group members across all disciplines. Successfully manages pre-and-post production with game directors and design to ensure documentation across teams is always accessible. Maintains task lists and production outlines, modifying as needed to fit deadlines and content targets.

Lead Instructor, Black Rocket Productions
Fairfax, VA / May 2024 – August 2024
Led classes of up to 30 students in game related coursework. Used knowledge of C#, Python, and 3D game making software such as Unity, Unreal Engine, and Autodesk Maya to embolden creativity in students and troubleshoot lessons. Coordinated with assistants on lesson plans and goals for each day. Balanced progress on tasks with experimentation and creative design.

Game Programing Intern, HardHat Games/George Mason University School of Business
Fairfax, VA / June 2023 – Feb 2024
Collaborated with members of a cross-disciplinary team to implement the concepts, designs, and artwork of my colleagues into playable training modules. Programmed gameplay elements, including character control, game flow management, and UI using C#, following specifications from the design team.

George Mason Korea Progress@Play 2023
Incheon, South Korea / April 2023 - May 2023
Third Place winner (University Division, over 50 submissions) in George Mason Korea's 2023 Progress@Play competition, designed to raise public awareness of social issues through games and digital art. Independently designed, programmed, and developed "*Clean Corps*," a Unity first person shooter that sees players take on the role of a trash collecting superhero. With Gameplay inspired by DOOM (1993) and unique gameplay additions, *Clean Corps* wowed players and judges alike.

Clean Corps Game link: https://alextheundying.itch.io/clean-corps
Feature story by Mason Korea: https://masonkorea.gmu.edu/articles/19313

GAMEmason 2024
Fairfax, Virginia / February and September 2024
As a member of the GAMEmason planning committee, organized and hosted a Student Indie Game Showcase for George Mason Game Design students to showcase their work. *Clean Corps* was featured at the event. Feedback on the 2024 showcases was very positive and plans are underway to continue the event in 2025.

EDUCATION

George Mason University | Honors College
Bachelor of Arts (B.A.) Computer Game Design Candidate (Graduating May 2025)
GPA: 3.77 Fairfax, VA

Awards & Honors
- Third Place: George Mason Korea Progress@Play 2023 competition
- GAMEmason student showcase organizer & participant
- Honors College, George Mason University
- Dean's List - all years

Related Activities and Experience
- GADIG (Game and Design Interest Group) Production Manager (current)
- International Game Developers Association District Arcade (November 2024)
- Smithsonian American Art Museum Arcade (July 2024)
- GADIG (Game and Design Interest Group) Production Assistant (Spring 2024)
- AwesomeCon 2024 Magfest MIVs showcase (January 2024)
- GAMEmason Planning Committee (created and hosted student showcase) (2023 and 2024)
- Gnonymous Lead Programmer (George Mason Korea Game Design club) (Spring 2023)
- George Mason Korea Progress@Play 2023 competition (May 2023)

ADDITIONAL SKILLS

Proficiency with:
- Unity game engine
- Autodesk 3ds max
- Python coding Language
- C++ Coding Language
- Java Coding Language

References available upon request.