AM

ALEXANDER MEDES

VIDEOGAME DESIGNER & QA ANALYST

OBJECTIVE

Driven, strategically-minded game designer and lead QA analyst looking for an opportunity as a game designer at a high production studio. Looking to work with talented and passionate people in a team environment.

SKILLS

~ Intuitive understanding of how games work and what drives people to play them.

~ Ability to carry out ideas through all stages of the thought cycle, from innovation, to development, to actualization.

~ Outstanding oral and written communication skills across a variety of other disciplines

~ Unrelenting self-motivation

EXPERIENCE

LEAD QA ANALYST • RED GAMES CO. • 2019 – PRESENT

Coordinated and executed testing coverage by collaborating with cross-discipline peers throughout all phases of development. Vigilantly shined a bright light on risks at the earliest possible moments, and then highlighted potential paths forward, weighing the tradeoffs and costs of my options.

- Established QA pipeline for mobile platforms and console development: Xbox, PS4, Nintendo Switch, Steam, iOS, MacOS, tvOS, Android.
- Efficient execution of test passes and in-depth feature investigation
- Maintained testing strategies for live content and frequent player updates to deliver the most value to our players

GAMEPLAY DESIGNER • MEGA VEG MAN

Built 180 polished levels in through rapid prototype format and created the level building tools to carry out this process. Designs underwent an iterative revision process to find the right balance of fun and challenge.

GAMEPLAY DESIGNER • SAWMANIA

Designed player abilities and powerups in a way that allows a wide variety of playstyles, without revealing one clear dominant strategy. I also designed enemy combat in the game, carrying out all ideas from start to finish in the development cycle.

EDUCATION

BA DEGREE IN FILM & MEDIA ARTS• 2019 • UNIVERSITY OF UTAH

Emphasis on entertainment art and engineering

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