

ALEX MUSCAT

GAME DESIGNER

Sacramento, CA

muscat.alexj@gmail.com

619-206-8354

linkedin.com/in/alex-muscat/

alexmuscattergames.com

SKILLS

- **Hard Skills:** Game Design, Prototyping, Game Balance, Level Creation, Gameplay Loops, Progression Systems.
- **Tools:** Unity, Unreal Engine, Adobe Photoshop, C#, Lua, DaVinci Resolve, Jira.
- **Soft Skills:** Creativity, Problem Solving, Communication.

WORK HISTORY

Game Designer

At Light Speed

January 2023 - Present

- Created and developed core game mechanics including gravity changes, scripted movement and spawning of obstacles.
- Prototyped and built a challenging level system that keeps players engaged and motivated through the use of strategically placed collectable objects.
- Designed responsive player controls that feel good to use and are rewarding to master.
- Polished levels and environments through the use of animation and sound creating visually stunning level designs, resulting in increased player immersion.

Marketing Consultant

Sinclair Broadcast Group

June 2022 - Present

- Directed strategic planning, executed lifecycle marketing strategies, tracked competition, defined key metrics, and developed customer segmentation and brand positioning of products.
- Draft advertising briefs for new e-launches, sales events, and all branding initiatives, defining product positioning, communication priorities, target personas, and tactics.
- Advise on best website creation and development practices.
- Manage and delegate the creation of assets, campaigns and promotional materials.

PROJECTS

Fortnite / Epic Games

2021 - Present

- Designed and created PVP map prototypes utilizing lanes that enable fast paced gameplay for team deathmatch, free for all and capture the flag modes.
- Created engaging points of cover, lines of sight and contestable zones for the purpose of competitive matches.

AutoQOL

November - 2023

- Created AutoQOL addon for World of Warcraft using Lua.
- Added quality of life improvements through automation of inventory management and faster automatic looting.

Dungeon Defenders 2

December 2022 - May 2023

- Conceptualized and developed the Engineer hero, which uses technology and mechanical weapons while using heat as a resource which is consumed/generated by abilities.
- Prototyped multiple skills, each interchangeable within the given theme and scope.

Balanced Magic

2010

- Assisted in designing the Balanced Magic mod for Skyrim. A mod buffing spells and increasing build variety.
- Implemented greater build flexibility and spell balance when playing as a mage by adjusting damage, cooldowns, mana usage and spell combinations to be on par with the available melee and ranged skills.

EDUCATION

Advanced Game Theory

Stanford University

Bachelor's of Science, Communication.

University of Tennessee