

Alex Haddow-Mendes

Technical Game Designer

•Portfolio•
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EXPERIENCE

Team 17, Wakefield

- **Designer (Technical)**

July 2017 - Ongoing

Designer on a plethora of in-house and external projects of varying engines and genres. Prototyping new concepts for further studio development. Provide design feedback as a Team17's design point of contact.

Rockstar, Lincoln

- **Games Tester**

April 2017 - July 2017

Tested Rockstar games in the RAGE engine for quality on the PS4, Xbox One & PC

EDUCATION

University Of Central Lancashire — *Games Design*

September 2013 - July 2016

- Games Design BA (HONS)
 - **First**

Exeter College, Exeter — *Information Technology*

September 2011 - September 2013

- Edexcel BTEC Level 2 Certificate for IT Users
 - **4 passes**
- Edexcel BTEC Level 3 Subsidiary Diploma in IT
 - **Grade Distinction***

TECHNICAL SKILLS

- Visual Script, C#, C++
- Maya, ZBrush
- Photoshop, illustrator
- Unreal Engine 4, Unity
- & UDK, Construct, Game Maker, Source
- Microsoft Office

PROJECTS

Advanced First Person Character — *Unreal Engine Marketplace*

A popular tool, Selling on the Unreal Marketplace - A tool for Unreal Engine 4 that is the basis of modern First Person games, increasing usability for designers without technical skills.

Unannounced Worms Title — *Unreal Engine 4*

Currently working on an unannounced Worms title for UE4 in the role of technical designer. Prototyping gameplay, full implementation of UI, designing core gameplay alongside small team.