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| ALEX SHILTS | TECHNICAL DESIGNER  [alexshilts.dev@gmail.com](mailto:alexshilts.dev@gmail.com)  [www.alexshilts.com](http://www.alexshilts.com) |

**SKILLS**

**Editors/Engines**

Unreal, Unity

**Software**

Adobe CC (Photoshop, Lightroom, Premiere Pro), 3DS Max 2015**,** Blender

**Coding**

C++, C#, Java, Python

**INDUSTRY WORK**

Studio Wildcard | Seattle, WA (July 2016 - Present)

**ARK: Survival Evolved / Scorched Earth DLC / Aberration DLC / Genesis DLC**

**Technical Designer**

Multiplayer FPS Survival Game | Unreal Engine (Custom)

PC, Xbox One, PS4, Switch | July 2016 – January 2020 (Main Release: August 29th, 2017)

As a member of core gameplay team, I’ve been responsible for designing and implementing various ridable creatures, items, weapons, boss fights, and gameplay systems. I built a climbing system inspired by *Breath of the Wild*, a physics-based tether traversal system that combine *Spider-Man* with *Attack on Titan*, a jetpack, a glider suit, a *Star-Wars* style hover vehicle, and much more. Everything that I have touched on this project has had to account for network replication and low server framerate.

**ATLAS**

**Technical Designer**

MMO FPS Survival Game | Unreal Engine (Custom)

PC | January 2018 – Present (EA Release: December 22nd, 2018)

As a member of core gameplay team, similar to my role on *ARK* shown above, I was responsible for designing and implementing various items, weapons, and gameplay systems. I worked on the ship sailing and dinghy rowing mechanics, AI movement on moving ships, the final boss fight, exploding barrels, a physics-based grappling hook, and a guitar-hero style music system. Just like my work on ARK, everything had to account for network replication and very low server framerate.

**SOLO WORK**

**Titan Gear: Player Movement System**

Unreal Engine 4.12

This personal project was my introduction into designing and building traversal gameplay, during which I created a grapple-point focused system for rapid 3D movement inspired by the Omnidirectional Movement Gear seen in the anime *Attack on Titan*. It was created entirely using Unreal Engine 4’s Blueprint scripting and focused on both intuitive controls and fluid motion. I also used this project as an excuse to make animations that helped communicate the system’s functionality.

**EDUCATION**

**The SMU Guildhall (Plano, TX)**

* *Masters of Interactive Technology, Design Track* (May 2016)
  + Thesis*:* Maximizing Player Immersion (Using the HTC Vive)

**Southern Methodist University, Lyle School of Engineering (Dallas, TX)**

* *****Bachelor of Science, Computer Science* (May 2014)