

Alex De Oliveira

“Detail oriented game designer, with strong work ethic and teamwork skills “

CONTACTS

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LINKEDIN:

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PROFILE

Game Designer with a passion for crafting memorable interactive experiences.

I specialize in developing innovative gameplay and telling stories through levels and visual cues.

SKILLS

- Game Design
- Unity
- Maya
- Agile Workflow
- Game Production
- C#
- Git Hub – Source control
- Microsoft Office
- Adobe Photoshop

EDUCATION

- 10702NAT Advanced Diploma of Professional Game Development

Academy of Interactive Entertainment (AIE)

- CUA51015 Diploma of Screen and Media

Academy of Interactive Entertainment (AIE)

EXPERIENCE TIMELINE

- 2021 ● Designer – Demon King – Dead Bear Games
 - Lead level designer
 - Co design dynamics and mechanics & Producer
 - SFX
 - UX
- 2021 ○ Lead Designer – Dirty Blood
 - Led the production and design
 - Level Design
- 2020 ○ Lead Designer – Earl The Tea Bag
 - Led a team of 5 to produce a game from a client brief
 - Level, core mechanics, dynamics, and narrative design
 - Created assets and props for the level
- 2020 ○ Solo Developer – Mind Your Step
 - Level Design
 - Narrative Design
 - Programmer
 - Sound design
 - Created all props and assets
- 2020 ○ QA & Gameplay Testing – SMG studio
 - Two-week testing and bug hunting for a re-release a game on a new platform
- 2020 ○ Gameplay Testing – SMG studio
 - Two days testing of a DLC gameplay
- 2008 ○ Other Leadership Roles
 - Head chef – At Neutral (currently)
 - Owner and Head Chef – Sabor Food Truck
 - Sous Chef – Event Centre – Star Cassino

References

Academy of Interactive Entertainment

- Dan Toose - dant@aie.edu.au
- Myles Blasonato – myles.blasonato@aie.edu.au