Alex James

Game Designer

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EDUCATION

George Mason University | Honors College | Fairfax, VA
GPA: 4.0
Bachelor of Fine Arts (B.F.A.) Computer Game Design (Expected graduation May 2025)

Relevant coursework: Online and Mobile Game Development, Applied Coding for Game Design, Music for Film and Video, Computer Animation for Games, Basic Game Design, History of Computer Game Design, Expression in Video Games

Awards & Honors
- Third Place: George Mason Korea Progress@Play 2023 competition
- Dean's List

EXPERIENCE

Game Programmer Intern, HardHat Games/George Mason University School of Business
Fairfax, VA / June 2023 - present

As a programmer, I Collaborate with members of a cross-disciplinary team to implement the concepts, designs, and artwork of my colleagues into playable training modules. Program gameplay elements, including character control, game flow management, and UI using C#, following specifications from design team.

George Mason Korea Progress@Play 2023
Incheon, South Korea / April 2023 - May 2023

Designed and created all levels of the game, "Clean Corps" using the Unity game engine and plugin Probuilder. Programmed all elements of the games code using C#. Illustrated and textured game elements using Photoshop. Created game animations using Unity's built in systems.

Game Link: https://alextheundying.itch.io/clean-corps