

Alex K. Gustafson

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GAME DESIGNER

Personal Proficiencies:

- Excellent Organizational Skills
- Visionary Creative Capacity
- Professional Manner
- Goal-Oriented and Driven
- Detailed Analyst
- Spirited Adventurer

Software Expertise:

- Microsoft Office Suite 2007
- Unfuddle Project Management
- SVN
- FTP
- Photoshop CS4
- InDesign CS4
- Maya 2009
- Unreal Editor 3
- Unity 2.5
- Torque 3D
- Warcraft III Word Editor
- Multimedia Fusion 2
- Game Maker 7
- Audacity

Professional Experience:

Lead Writer

Emergent Media Center at Champlain College Burlington, VT
United Nations: Ending Violence Against Women August 2009 – January 2010
Composed, organized, and edited the game narrative while managing writing personnel and team focus. In constant cross-disciplinary communication with other leads through scheduling, feedback systems and regular meetings while maintaining the vision of the U.N. and Population Media Center.

Game Designer and Audio Engineer

Emergent Media Center at Champlain College Burlington, VT & Montréal, QC
UVM & FAHC: Cystic Fibrosis Respiratory Exercise Game August 2008 – May 2009
Member of a team creating and documenting a unique game for respiratory exercise of children afflicted with Cystic Fibrosis. Crafted and aided in the implementation of all audio assets within the project. Continued to enhance documentation, design, audio, and team focus while studying abroad.

Lead Game Designer

Emergent Media Center at Champlain College Burlington, VT
CIMIT: National Incident Management Simulation March 2008 – December 2008
Facilitated an iterative process of developing a disaster management training tool for emergency responders. Presented the team's progress at the CIMIT Innovation Congress 2008 to professionals. Compiled and organized extensive official documentation and implemented the pre-alpha design.

Educational Experience:

Bachelor of Science – EGID: Game Design

Champlain College Burlington, VT
Class of 2010 August 2006 – May 2010

Attained an Electronic Game and Interactive Development degree focusing on game design. Gained practical team experience with instruction by industry professionals. Created functional game assets and researched expansive design principles. Maintained a Cumulative GPA of 3.840.

Studied abroad in Montréal, Québec Spring of 2009. Visited development studios and participated actively in local IGDA Chapter meetings. Attended the Montréal International Game Summit in 2008 and 2009, and GDC San Francisco in 2010.

Leadership Experience:

Faculty and Residential Advisor Burlington, VT
Governor's Institute of Vermont June 2008, 2009

Acted as instructor, supervisor, and aide of over 40 high school students during intensive 9-day periods of technology-related education. Personally instructed classes involving level design, MOD creation, multimedia presentations, 3D modeling and animation, and game design theory.

Eagle Scout Award Holden, MA
Boy Scouts of America May 2005

Achieved the highest award within the largest extracurricular organization for young men. Pitched, planned, and led over 30 volunteers in the execution of a 125-hour community service project. Presented the results to the national office for review and created the formal award ceremony.

Game Project Portfolio:

Praelium
3D First-Person Voice-Controlled Wizard Combat Team Size: 9
Lead Game Designer January 2010 – May 2010

Breakaway
UN Game to End Violence Against Women Team Size: 40
Lead Writer September 2009 – January 2010

Darkest at Dusk
3D First-Person Mystery and Exploration Team Size: 4
Lead Game Designer June 2009 – January 2010

Political Party
Traditional Social and Strategy Board Game Team Size: 1
Sole Creator July 2009 – January 2010

Color Chaos
2D Abstract Puzzle Game Team Size: 1
Sole Creator January 2009 – May 2009

The Eve
2D Philosophical Platformer Team Size: 4
Game Designer, Level Designer, Audio Engineer January 2009 – April 2009

Ludicross
Breathe-Controlled 3D Racing Game Team Size: 5
Game Designer, Audio Engineer September 2008 – April 2009

Real-Time Incident Preparedness Simulation
CIMIT: Disaster Management Training Tool Team Size: 6
Lead Game Designer March 2008 – December 2008

Always Forever: The Ballad of Daniel Hart
2D Epic Brawler Team Size: 7
Game Designer, Lead Documentation, Audio Engineer May 2008 – September 2008
