

# Alex K. Gustafson

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## GAME DESIGNER

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### Personal Proficiencies:

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

### Software Expertise:

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- Microsoft Office Suite 2007
- Rally Project Management
- Perforce & Tortoise SVN
- Photoshop & InDesign CS4
- Maya 2009
- Unreal Editor 3
- Unity 2.5
- Warcraft III World Editor
- Multimedia Fusion 2
- Audacity

### Professional Experience:

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#### *Game Design Intern*

Secret Identity Studios (*Gazillion Entertainment*)  
Marvel Universe

San Mateo, CA  
May 2011 – August 2011

Assisted and executed tasks in level design, creation, and progressing from white-box to final product. Tasked with prototyping hero powers, designing enemies, and tweaking game systems for the best player experience. Created several boss encounters and tested and reviewed the game daily.

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#### *Lead Writer*

Emergent Media Center at Champlain College  
United Nations: Ending Violence Against Women

Burlington, VT  
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.

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#### *Game Designer and Audio Engineer*

Emergent Media Center at Champlain College  
UVM & FAHC: Cystic Fibrosis Respiratory Exercise Game

Burlington, VT & Montréal, QC  
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.

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#### *Lead Game Designer*

Emergent Media Center at Champlain College  
CIMIT: National Incident Management Simulation

Burlington, VT  
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.

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### Educational Experience:

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#### *Bachelor of Science - EGID: Game Design*

Champlain College  
Class of 2010

Burlington, VT  
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:

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*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.

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*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.

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## Game Project Portfolio:

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*Marvel Universe*  
Unannounced Genre MMO Team Size: 46  
**Game Design Intern** May 2011 – August 2011

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

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

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

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

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

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

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

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

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

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