



EVAN ALLEY

Game Design Resume

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EXPERIENCE

Level Designer at Infinite Digital Monkeys LLC

02/2024 - 05/2024

Syke is a student capstone project with over 25,000 lifetime units and a 9/10 review score

- » Deliver a 10-minute 3D puzzle level from blockout to completion in three months
- » Collaborate with producers and teammates to monitor sprint progress and adjust timelines
- » Maintain strict version control with Perforce tools
- » Conduct regular playtests in order to record, condense, and leverage feedback
- » Rapidly iterate on puzzle designs with a unique movement system in Unreal Engine 5
- » Blueprint solutions in Unreal Engine 5 visual scripting to
- » Design and implement custom Niagara effects systems
- » Partner with one artist to smoothly integrate artwork alongside blockout iteration

Design Producer at Infinite Digital Monkeys LLC

08/2023 - 05/2024

- » Drive system and narrative designs in a unique first-person puzzle game
- » Research competitive titles and monitor industry trends to produce innovative gameplay
- » Partner with designers and engineers to document all gameplay systems
- » Develop visual documentation for clear cross-discipline communication
- » Collaborate with the engineering team to establish realistic design scope
- » Empower narrative team to integrate a late-stage narrative pivot, with highly-rated results
- » Propose and execute innovative pivots to improve employee experiences and overall game cohesion

Balance & Narrative Designer on S.M.4.R.T. Project

2021 Global Game Jam

S.M.4.R.T. was an asynchronous online 4X game made over the course of 48 hours

- » Develop, document, and implement a procedural narrative generation system with an integrated three-part economy for an async online play experience
- » Implement narrative and currency systems using CastleDB and Godot

System Designer on Press Space Project

2024 Solo Game Jam

Press Space was a single-input solo game poem made over the course of 72 hours

- » Program elegant single-input gameplay using Godot Scripting and shaders
- » Integrate non-traditional gameplay elements, including the application window itself
- » Develop a unique vector-inspired user interface

WORK HISTORY

Oasis Games

11/2021 - Present

- » Lead various community events including convention booths, regional championship qualifiers, and other external partner events
- » Maintain, input, and ship from an extensive trading card inventory across multiple storefronts
- » Perform front-facing retail and customer service duties at a Wizards Premium Network Game Store

Midwest Autoworx

02/2018 - 07/2019

- » Assist with business operations including book-keeping, accounting, and parts acquisition
- » Perform front-facing customer service, including creating appointments and shuttling customers
- » Fulfill a variety of vehicle maintenance and repair tasks including oil changes, body work, brake swaps, tire rotations, and engine work

EDUCATION

University of Utah

May 2024

- » Bachelor of Science in Games
- » Minor in Computer Science
- » Minor in English

SKILLS

- » Agile Sprint Management
- » UE Blueprinting
- » Adobe Creative Suite
- » Microsoft and Google Suites
- » Software Development
- » Out-of-the-box problem solving
- » Cross-discipline communication