



Evan Alley

Project Resume

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PROJECT EXPERIENCE

Design Producer at Infinite Digital Monkeys LLC 08/2023 - 06/2024

- » Led product design for a 31-person studio in the development of adventure-puzzle game "Syke" from prototype to distribution, landing an 84% "Very Positive" rating on Steam and over 30,000 downloads
- » Utilized Agile methodology to leverage quantitative and qualitative data in guiding creative output and prioritizing work in collaboration with producers and developers across multiple content categories
- » Maintained cross-functional and vertical alignment by creating graphical documentation, taking meeting notes, and identifying risks, ensuring that stakeholders and studio leadership was equipped to accurately set objectives

UE5 Level Designer at Infinite Digital Monkeys LLC 02/2024 - 05/2024

- » Designed a 15-minute interactive segment in a 3D adventure-puzzle game utilizing Unreal Engine 5, meticulously achieving all design objectives according to specifications.
- » Maintained rigorous version control protocols via Perforce, contributing effectively to a cross-functional team and enabling rapid iteration through frequent and effective testing.

Unity Software Developer at Theatour Team 08/2022 - 12/2022

- » Engineered software for a location-based augmented reality (AR) educational game on Unity mobile, encompassing thorough plugin analysis and implementation, ensuring project completion under budgetary constraints.
- » Collaborated within a cross-functional team to develop modular and developer-focused tools, enhancing efficiency and adaptability.

Lead Producer at Skateboard Ninja Team 01/2022 - 05/2022

- » Directed a fully remote, cross-functional team to successfully deliver a 2.5D momentum platforming game from initial concept to final release.
- » Spearheaded publication processes by establishing distribution channels and cultivating a unified product identity.
- » Optimized content pipelines and developed task-tracking systems to enhance team coordination and efficiency.

WORK HISTORY

Oasis Games 11/2021 - Present

- » Lead community events including convention booths, external partner events, and local play
- » Managed inventory across multiple storefronts and performed front facing customer service duties at a Wizards Premium Network Game Store

Midwest Autoworx 02/2018 - 07/2019

- » Assisted with business operations including book-keeping, accounting, and parts acquisition
- » Fulfilled high-precision vehicle maintenance and repair tasks, requiring an exceptional attention to detail

EDUCATION

University of Utah May 2024

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

AWARDS, & CERTIFICATIONS

- » School of Engineering Dean's List
- » BSA Eagle Scout Rank & Leadership Training
- » CompTIA A+ Certification

HARD SKILLS

- » Microsoft and Google Suites
- » Adobe Creative Suite
- » Software Development, Multiple languages
- » Cross-functional risk management
- » Qualitative & Quantitative data analysis
- » Unreal and Unity Development
- » Brand, web, and graphic design

SOFT SKILLS

- » Lifelong learning & curiosity
- » Agile / SCRUM Methodology
- » Cross-functional communication
- » Client & Customer Service
- » Bottom-up product planning
- » Servant Leadership
- » Lateral problem-solving