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PROFILE

Hi, I am Alex Powles, a Level Designer with 4+ years of Unreal engine experience with knowledge of 3D software to help my development skills. I have worked on multiple games at university and made a succinct Design Document for each. I have had to work time-bound while ensuring the team sticks to the production pipeline.



EDUCATION

BEng (Hons) Computer Games Design | Staffordshire University

21/09/2020 – 28/05/2023 – On track for a Firsts

Key Module

Advanced Level Design – Built an expansive knowledge of level design principles and how to use them in engines such as UE4/5, Hammer and Steam editors.

Sub Modules

- Advanced Engines – Built a confident knowledge of basic blueprinting.
- Game Interface Design and Implementation – Built a strong knowledge of user interface in Unreal engine.
- Introduction to 3D Modelling – Have a basic understanding of modelling principles.
- Introduction to Animation & Motion Capture – Have a nuanced understanding of the principles of animation.



EXPERIENCE

Senior Collaborative Project Lead (January 6th – February 10th, 2023)

- Project / Design lead on a team of 21 members creating “Space Bounties” (a bullet hell space game)
- Received feedback from Creative Assembly.
- Planning meetings and organising work through Jira.
- I had to adapt to situations.
- I created the trailer through Unreal Sequencer.
- Experience in Hybrid working conditions (3 days online, two days in site)
- Working towards a Strict Deadline

Junior Collaborative Project (January 1st – 31st 2022 / May 1st- 31st 2022)

- Published “Roblin Hood” (a stealth game) with a team of 18.
- Experience in Hybrid working conditions (three days online, two days in site)
- Simulated workplace environment – experience working a 9-5
- Creating and managing a Design Doc with other Designers
- Working towards a Strict Deadline

Junior Collaborative Project - June 2020

- Working in a small group of 4 as the sole designer
- Working completely remote
- Creating multiple iterations of a cinema (screen rooms and main lobby)

Working with Public Health England Scientists – November 2019

- First experience working as a team.
- Finding a way to merge fun and informative.
- Achieving a specific target audience
- Ensuring all information is 100% accurate.

Lucozade Ribena Suntory July 2023 – Present day

- Work across multiple disciplines communicating between other departments to ensure enough stock/ equipment / ppe are on site to enable work to flow.
- Hitting deadlines – hitting hourly targets to ensure weekly orders are completed on time.
- Flexibility being able to work on other lines when staff is short, working on a priority basis.



SKILLS

- Able to communicate and articulate ideas clearly to designers and non-designers.
- Level/ Environment Design using UE4/5, UEFN and 3D software.
- Creating Design Documents
- Can work time-bound to publish a game on a tight deadline.
- Planning management through Jira
- Environmental storytelling is a thing I am passionate about including in my levels to add extra depth to the player experience.



ACHIEVEMENTS

- **TIGA graduate of the year**
- **I received a perfect 100% score for my efforts in a collaborative team. (The average was 72%)**
- **Microsoft Office Specialist certificate**
- **Won best game at Public Health England**



Tools and Interests

- Unreal Engine
- Hammer Engine
- Unreal Level Sequencer
- UMG
- UEFN
- Jira
- Magica Voxel
- 3DSMAX
- Microsoft Office
- Adobe Photoshop/ Premiere Pro