Alexandra Rooks

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Work Experience

Robin Games   Los Angeles, CA
Game Designer   July 2021 – Present
- Designed gameplay features with specification documents detailing functionality.
- Created and implemented levels of varying difficulty on a daily release basis.
- Designed and implemented all 10 tutorial projects, which hold a 90%+ completion rate.
- Oversaw upcoming project calendar to ensure gameplay variety and cohesion.

Jam City   San Francisco, CA
Associate Game Designer II   June 2020 – July 2021
- Used proprietary tools in Maya to layout characters, props, and cameras for levels.
- Wrote documentation for new processes and specifications for feature designs.
- Exchanged and implemented feedback within the Design team to ensure a best final product.
- Utilized passion for cinema and the HP Universe to create a magical player experience.

Pixelberry Studios   Mountain View, CA
DLC Tester   July 2019 – June 2020
- Reviewed scripts for grammar bugs, continuity issues, and logical coding errors.
- Prioritized and ran passes for multiple chapters on a weekly release schedule.
- Tuned the transitions, music, backgrounds, and story details for an enjoyable player experience.

Big Huge Games   Timonium-Lutherville, MD
Design Intern on Arcane Showdown   January 2019 – April 2019
- Designed and implemented battle maps in Unity using proprietary tools.
- Wrote specification documents detailing player progression, economy, and UI.
- Balanced and implemented quests; descriptions, goals, and rewards.
- Designed, implemented, and scheduled all events that ran during Beta.

QA Tester   May 2018 – January 2019
- Wrote and completed test cases, documented issues, and ensured build stability.
- Established processes as a fundamental member of the Arcane Showdown QA team.

Bethesda Softworks   Rockville, MD
QA Tester   February 2015 – August 2015
- Certification Tester on *Wolfenstein: The Old Blood* and *Dishonored: Definitive Edition*.
- Designated progression tester for *Fallout 4's* settlement and quest systems.

Education

Full Sail University   June 2017
Bachelor of Science in Game Design   **Valedictorian**   GPA 3.8