

Alexander McVeigh

Game Designer

Contact



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alexmcveigh01@gmail.com



<https://www.linkedin.com/in/alexandermcvei3/>

Languages

English

Bilingual

French

Bilingual

Spanish

Level B1

Skills

Programming

Languages (C++, C#, php, html, hls)

Game Design (System Design, Economy Design, Motivation Design)

Sound Design (Sound Effect Production, Interactive Sound Design, Interactive Music Compositions)

Software



Unity



Illustrator



FMod



WWise



Unreal



Photoshop

Hobbies

Sports

Martial Arts : Krav maga, Karate and Taekwondo

Big Basketball fan

Music

10 years of classical and 6 years of Jazz piano

Volunteer at many music festivals

Portfolio

itch.io

<https://throwbackdev.itch.io/>

Portfolio

<https://alexandermcveigh.webador.fr>

Professional Experience

Game Designer / Interhaptics : a Razer Company

From October 2023 to December 2023

- Designed and produced a Mod of "Mechwarrior 5: mercenaries" to showcase a new Razer Product : project Esther.
- Lead a team of 3 developers and was the main point of communication with Interhaptics and Razer Singapore.
- Designed all Haptic effects, the general game experience and sound effects.

Freelance Game Designer / Play in Lab

from February 2023 to June 2023

- Managed the organisation and mediation of play tests.
- Redacted the "recommendations" section of our feedback document. The goal is to illustrate and show how the gameplay can be improved following the results of the play tests.

Game Designer / Northern Lights Entertainment

From July 2022 to December 2022

- Designed political and management gameplay for a mobile MMORPG.
- QA of prototype with clear documentations on structural issues with the devs.
- Managed the organisation and mediation of play tests.

Game Designer / Casden : Banque Populaire

From January 2021 to February 2022

- Lead a team of 8 developers to create a management serious game that had for objective to teach middle-school students the impact of jobs within the French public service.
- Coordinator between the different teams and the client.
- Creation of the game system : Game mechanics that answered the wishes of the client.

Unity Developer / Funambules Games

From November 2019 to May 2020

- Updated the existing design of the games of the studio.
- Debugged and optimised the code structure in Unity of the different projects.
- Participated in the Game Design, Graphic Design and Sound Design discussions to improve the player's experience.

Education

Masters in GAME DESIGN

ICAN / PARIS 2020 - 2022

Bachelors in GAME DESIGN

ICAN / PARIS 2017 - 2020

Option internationale du baccalauréat (OIB)

Lycée Jean-Pierre Vernant / Sèvres 2015 - 2017