

Alexander Lines | Currently Studying: Games Development (Design)

Home Address: Leeds

Term Time Address: Huddersfield

Personal email: alex@chiark.com

Mobile: 07544045002

University email: U2261887@unimail.hud.ac.uk

Portfolio: www.alexlinesgamedesign.com

Personal Profile

A hard-working individual and an ambitious individual who always puts best work into practice no matter what. Always throwing himself into everything and puts in a big effort to get things done. A self-motivated individual who loves telling a good story through games, whether that be through the design of the levels or through the narrative beats of a game story.

Education

BA(Hons) Games Development (Design)

University of Huddersfield (September 2022- present)

First Year Modules

Visual Studies for Games- A

Games Prototyping 1- A

Games Team Project- C

Concept Development- C

Introduction to 3D and Animation- C

3D Games Asset Development- C

Second Year Modules

Visual Design for Games

Games Design and Innovation- A*

Games Design and Development 2

Game Analysis and Design

Team Project (Games)

A-Levels

Horsforth School (September 2020- July 2022)

Computer Science- A, French-B, Chemistry- C, EPQ- D

GCES

8 GCES including English Language-6 + Maths-6

Technical Skills

▪__Unreal engine 5	-Blueprints	-Prototyping
▪__Miro	-Planning	-Structure Ideas
▪__Blender	-3D modelling	- Asset Creation
▪__Substance Painter	-3D Texturing	-Baking

Projects

During the summer of 2023 I did a couple of Game Jams to improve my skills ahead of second year starting in September.

Narrative Driven Game Jam #13 (June 30th 9pm - July 11th 2am):

The game that I made for this one was titled Murderous Investigations. It was a short narrative-based game that was essentially a point and click game to gather evidence and then question the witnesses and then accuse one of the crime. I did most of the work, but I did use asset packs for the game objects and a list of what I used was attached to the submission. I learnt a lot from this experience, like how to implement dialogue trees and how to have objects interact on clicks. But the most important thing that I learnt is that I learnt the importance of a good core gameplay loop to keep the players engaged with the game.

Brackeys Game Jam 2023 (August 20th 11am – August 27th 11am):

I made a game called diving into the dungeon for this Game Jam. It was a very short dungeon crawler experience that was pretty good overall it had a lot of improvements that I made afterwards. But overall, I managed to get a pretty solid game with a good concept and good core gameplay loop. I was happy with it, so I put it up as the first project on my website. This one went well because of the learning from the previous game jam, I learnt from that and decided to go for gameplay first and hone that well. This resulted in a game that was a lot nicer to play with, combat and a maze-like environment to explore.

Interests

Outside of university work I like looking at games and how they work some of my all-time favourites include: The Pokémon franchise, The ace attorney franchise and A hat in time. I'll try any game at least once and see what I think of it no judgement for the genre. Besides games I also like reading manga and watching anime since I always find the stories quite engaging. I love stories like that grip me and hooks me into the world. Those type of things really excite and interest me, it's what inspires me to go down a more narratively focused route.

References

Available upon request