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| Alex Johnson |
| SummaryCreative and passionate game design graduate with hands-on experience in level design and gameplay mechanics. Eager to contribute to a dynamic team and deliver engaging gaming experiences.Work Experience**Game Design Intern Jun 2022 – Aug 2022**XYZ Games Chicago, IL* Assisted in the design and development of two playable game levels, resulting in a 20% increase in player engagement during testing.
* Collaborated with artists and programmers to refine gameplay mechanics and improve user experience.

**Game Tester Sep 2021 – May 2022**ABC Studios Springfield, IL* Conducted comprehensive gameplay testing, identifying and reporting over 50 bugs and design flaws.
* Provided feedback on gameplay balance and mechanics, contributing to an improved final product.

EducationBachelor of Arts: Game Design Jan 2022*University of Illinois**Urbana-Champaign, IL* | Contact(123) 456-7890alex.johnson@example.comSpringfield, IL 62701SkillsLevel DesignGameplay MechanicsUnityUnreal Engine3D ModelingGame BalancingStoryboardingUser Experience (UX)CollaborationProblem Solving |