|  |  |  |
| --- | --- | --- |
| Alex Johnson | | |
| Summary  Creative 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.   Education Bachelor of Arts: Game Design Jan 2022 *University of Illinois**Urbana-Champaign, IL* | Contact  (123) 456-7890  alex.johnson@example.com  Springfield, IL 62701  Skills  Level Design  Gameplay Mechanics  Unity  Unreal Engine  3D Modeling  Game Balancing  Storyboarding  User Experience (UX)  Collaboration  Problem Solving |