

Alexander Lynn

Technical Designer

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SKILLS

- UI/UX Design
- Gameplay Programming
- Level Design
- Project Management
- Video Editing
- UGC Creation

TOOLS

- Figma
- Blueprints, C#
- Unreal Engine 5, Unity
- Trello, ClickUp, Asana
- After Effects, Final Cut, Premiere Pro
- Canva

EXPERIENCE

Sentinel Games – *S.O.R.N.* – UI/UX Designer

Jan 2026 – May 2026

- Created user facing access for save systems
- Built extensive dynamic shader for button states
- Designed and implemented custom keybind input interfaces
- Crafted/developed user interface systems for an award-winning mecha action shooter that gathered 3500+ downloads on release day and reached number two on Steam's free-to-play new and trending page

Mighty Studios – *David's Mighty Men* – Creative Director, Programmer, UI/UX Designer

September 2025 – December 2025

- Programmed player movement and combat, complete with attack variations, combo chains, and special abilities
- Implemented UI elements with PC and controller compatibility, ensuring seamless player interaction
- Led a team of six from concept to vertical slice, directing overall vision for a Bible-based hack and slash
- Produced design documentation including GDD, ASG, Gantt Chart, Product Backlog, and Playtesting Report Forms

FishCat Studios – *Fishy Business* – Producer, UI/UX Designer

September 2025 – December 2025

- Implemented mobile game UI elements including shop system, HUD and upgrade menus for a fish tower defense app
- Achieved touch functionality and made proper dimensions to fit on phone screens, providing player with ease of navigation
- Developed design documentation including GDD, ASG, Product Backlog and Team Contract
- Created development timeline with 10+ milestones met per department to maintain tight deadlines

Beans and Parm Studios – *On Your Feet! (WIP)* – Creative Director, Level Designer

June 2025 – Present

- Designed soccer-based levels in a 2D platformer with mechanics centered around iconic skills from the sport
- Generated engaging puzzles and platforming challenges with a soccer ball twist, driving player engagement
- Conducted playtesting sessions with formalized documentation and iterated on feedback
- Presented new features per level such as items, enemies, and scoring systems at an appropriate pace that lead to enhanced replayability and mastery of mechanics

Grow Goodness LLC – Internship – Creative Team Member, Assistant

June 2024 – August 2024

- Collaborated with the creative team to produce multimedia content, including graphics, videos, and creative brand designs
- Engaged with online communities and managed social media accounts to enhance brand presence and drive user engagement
- Assisted in coordinating and executing digital campaigns, including scheduling posts and managing content calendars
- Aided in the creation of digital content across various platforms, including social media and web advertisements

EDUCATION

University of Central Florida – BA: Digital Media - Game Design

May 2026