

ALEX CAREY

Game Designer  Accessibility Nerd  Mutant Cyborg

Because gaming is for everyone!

CONTACT



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TOOLS

Engines

Unreal Engine
Construct 2

Scripting

Processing
Java
Python

Adobe

Photoshop
Illustrator
Premiere Pro
After Effects

Organize

Jira
Slack
Git

EDUCATION

Simon Fraser University

Bachelor of Arts
Major in Interactive Arts
and Technology

Fall 2018 - Summer 2021

Accessible Player Experience (APX) Practitioner

Certified March 2021

INTERESTS

Tactics/strategy games and
European board games

Supporting my favourite
hockey and soccer teams

The kind of pizza that
you dream about days later

GAME DESIGN

- Provided consultation to game development studios on general **accessibility** and **inclusion** for players with disabilities
- Collaborated on establishing **game design document**, reference materials, scope, **level and systems design** for *Sacre Bleu*, including planning and prototyping levels, **balancing gameplay and rewards**, and difficulty levels. Drafted UI wireframe mockups.
- Developed **narrative** for solo project, *It Goes On*, as well as 5 years as a game master for *Dungeons and Dragons* campaigns.

IMPLEMENTATION

- Foundational understanding of **Construct 2** and **Unreal Engine 4**
- Beginner experience with **Java** and **Python**
- Used **Jira**, **Trello**, **Slack**, **Git** to keep project on track and meet deadlines
- Managed a **log of bugs** found during development to ensure a high quality final product

LEADERSHIP + COMMUNICATION

- Disability advocate** as lived experience: responsible for recruiting, training, and managing my 5 person care support team. Provided consultation for others.
- Subject Matter Expert & Speaker**: Provincial and national level talks given on disability-related matters (Children's Healthcare Canada Health Hub, Sunny Hill Health Care Center for Children)
- Founding member**, L3 - Let's Live a Little, community focus on active engagement for young adults with disabilities

PROJECTS

Designer & QA | *Sacre Bleu* | Team of 6 | Unreal Engine 4 | 2020-Present

Assisted with scope of game, level progression, and mechanics.
Hack and slash platformer.

Solo Developer | *It Goes On* | Construct 2 | 2018

Narrative and system design, coded, developed art, implemented audio.
Platformer with level progressions designed to emulate living with a disability
As each level is passed, a direction of movement is removed.

Solo Developer | *You're Toast* | Processing | 2018

Design, art and programming. Collision detection, level design.