

Alex Loughran

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Experienced Game Designer with expertise in Shooter Combat and Systems Design
Excels at mentoring other designers and leading multi-disciplinary teams

Work Experience

Lead Game Designer	Original Game Project			
Demiurge Studios	Remote	Oct 2022	Sept 2023	Great At
<ul style="list-style-type: none"> > Lead design and development efforts on two unannounced AA Shooter projects > Mentored junior and intermediate designers on the project and elsewhere in the company > Assisted with long term project planning, pitching the project, and hiring > Build interactable levels and built features using Unreal 5 blueprints 				Unreal Engine Unity Systems Design Combat Design Design Mentoring
Lead Content Engineer	Unannounced VR Project			
Owlchemy Labs	Remote	Jul 2022	Oct 2022	Good At
<ul style="list-style-type: none"> > Advised directors on modern game design practices during a transitional period for the project 				Level Design Blueprint Scripting
Designer - Team Lead	PUBG: Battlegrounds			
PUBG: Madison	Madison, WI	Jun 2021	Jul 2022	Confluence After Effects Illustrator
<ul style="list-style-type: none"> > Lead a design team focused on future developments for the company > Communicated with programming, art, and production teams to drive features > Reported directly to Creative Director to validate design ideas against high level direction > Helped create playtests questionnaires and run internal playtests > Implemented features directly in Unreal Engine 				Familiar with JIRA Javascript Blender
Lead Combat Designer	Assassin's Creed VR Game			
Ubisoft Bluebyte	Dusseldorf, Germany	Jan 2020	Jun 2021	C#
<ul style="list-style-type: none"> > Lead the combat team, organize the team's sprint focus and priority > Managed the overall direction of the game's combat from a player-oriented perspective > Designed enemy archetypes and overarching AI system that governs enemy behaviors > Prototyped Boss encounters; worked with level designers to integrate combat and level design > Communicated the direction of the game's combat with publishing partners 				
Economic Game Designer	Tom Clancy's Elite Squad			
Ubisoft Owlent	Paris, France	June 2017	Jan 2020	
<ul style="list-style-type: none"> > Defined the combat system and gun mechanics for a realistic real-time strategy game > Managed and balanced 100's of combat assets, including characters, weapons, and abilities > Designed additional features, including UI Panels, AI Systems, and Combat Progression 				
Game Designer	State of Chaos Mobile Game			
Shiver Entertainment	Miami, FL	Oct 2014	Feb 2017	
<ul style="list-style-type: none"> > Designed all major game systems and collaborated with artists and engineers on their implementation 				

Education Experience

Carnegie Mellon University	Pittsburgh, PA	Aug 2012	May 2014	
Game Design	Master of Entertainment Technology			