

Alex Loughran

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Senior Game Designer with expertise in Combat and Systems design.
Extensive experience leading and collaborating with other disciplines; artists, programmers, etc.

Work Experience

Designer - Team Lead	PUBG: Battlegrounds			
PUBG: Madison	Madison, WI	Jun 2021	Current	
> Leads a small design team focused on future developments for the company				Great At
> Communicates and with programming, art, and production teams to drive features and verify the fun				Unity
> Reports directly to Creative Director to validate design ideas against high level direction				Excel
> Analyzes live user data to shape future design decisions using data-based evidence				Photoshop
> Helps create playtests questionnaires and run internal playtests				Visual Basic
> Implements features directly in Unreal Engine				
Lead Combat Designer	Unannounced VR Project			
Ubisoft Bluebyte	Dusseldorf, Germany	Jan 2020	Current	
> Lead the combat team, organize the team's sprint focus and priority				Good At
> Managed the overall direction of the game's combat from a player-oriented perspective				Unreal Engine
> Designed enemy archetypes and overarching AI system that governs enemy behaviors				After Effects
> Designed Boss encounters, worked with level designers to integrate combat and level design				Confluence
> Communicated the direction of the game's combat with publishing partners				JIRA
				Visio
Economic Game Designer	Tom Clancy's Elite Squad			
Ubisoft Owllient	Paris, France	June 2017	Jan 2020	
> Defined the model of player interactions in and out of combat				Familiar with
> Created progression systems to adhere to a desired amount of playtime and replayability				Javascript
> Used live data to adjust in-game rewards and to balance enemy configurations				Blender
> Collaborated with a programmer to research, design, and implement AI system from scratch				C#
> Designed and implemented active and passive abilities for over 40 unique characters				Tableau
Game Designer	State of Chaos Mobile Game			
Shiver Entertainment	Miami, FL	Oct 2014	Feb 2017	
> Defined the model of player interactions in and out of combat				
> Created progression systems to adhere to a desired amount of playtime and replayability				
> Used live data to adjust in-game rewards and to balance enemy configurations				
> Collaborated with a programmer to research, design, and implement AI system from scratch				
Education Experience				
Carnegie Mellon University	Pittsburgh, PA	Aug 2012	May 2014	
Game Design	Master of Entertainment Technology			
Juniata College	Huntingdon, PA	Aug 2008	May 2012	
Film and Digital Media	Bachelor of Arts			