Alexander Paleologopoulos

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Summary

Amateur Game Artist and member of the SNHU Game Design Club who has participated in numerous competitions working both individually and cooperating with others in teams in both projects and Game Jams. Alexander is also a frequent attendee of several industry events, such as *Boston Festival of Indie Games* and *PAX East.*

Education

BACHELOR OF ART: **GAME DESIGN AND DEVELOPMENT** – Southern New Hampshire University 2012-2016

Concentration: Interactive Storytelling

Skills

Game Engines: Unity, GameMaker, Unreal 4
Software: MS Office 2010/11/13- Word, Excel, Powerpoint,
Graphic Design: Adobe Photoshop and Illustrator, SketchBook
3D-Modeling: 3dS Max, ZBrush, Marmoset Toolbag, Substance Painter, Bitmap2Material, Crazy Bump

Project Experience

STRIDE EDUCATION GAME COMPETITION – Artist – September-December 2015
- Works as part of a team to create an educational game aimed at grades first through sixth
- The game was balanced around engrossing the player as well as staying educational
- Working Cooperatively with educational majors to make sure game is up to standard
- Coordinated art assets and set guidelines with other artists
- Held weekly meetings to discuss goals and milestones

MORE THAN GAMES – Manchester New Hampshire – November 2012- April 2013
- Collaborated with fellow students in a faux-game development studio environment to develop a project that was under simulated deadlines and tasks that could be compared to future career opportunities
- Utilized 3ds Max to develop 3d environment assets for specific levels
- Kept records of our daily meetings and assigned individual tasks to each member of the team.

SNHU FORTY-EIGHT HOUR GAME JAM 2012– Manchester, New Hampshire – 1st Place Finish
- Worked within a team of four to create an original game idea and develop it based on a specific theme constrained into a forty-eight hour time limit.
- Utilized the GameMaker engine to create a top-down puzzle game based on the concepts of color, requiring memorization and quick reflexes to complete and achieve objectives
- Created a variety of 2D sprite sheets using both GameMaker and Photoshop that were used to represent different characters, enemies, and environmental objects
- Collaborated with fellow students to create the game concept, develop the assets required, and to resolve issues