

ALAN TURNER

Game Designer

alan.thomas.turner@gmail.com

(248) 635-5073

Alan-Turner.com

EDUCATION

Carnegie Mellon University Entertainment Technology Center (ETC), Pittsburgh, PA

Master of Entertainment Technology, May 2019

Kettering University, Flint, MI

B.S., in Mechanical Engineering, Cum Laude, May 2016

WORK EXPERIENCE

Game Designer at Army Game Studio, June 2019 – Present

- Maintained design wikis for VR, touchscreen, and weapon training games in Confluence
- Pitched game designs to acquire and fulfill government contracts
- Shipped dozens of scripted scenarios for weapon training platforms across multiple customers
- Designed hero abilities using UE4 GAS and hero training levels for unannounced third person shooter
- Designed UE4 editor tools for modular vehicles, scenario creation, and Substance material previewer

Project Engineer at Mubea, November 2015 - August 2017

- Designed weight-optimized coil springs according to customer vehicle specifications
- Coordinated customer, manufacturing, quality, and development departments to ensure timely production
- Conducted validation testing at material, component, and vehicle levels

PERSONAL PROJECTS

Developer on Leviathan, March 2021 – Present

- Utilized UE4 online subsystem for multiplayer VR RTS using Windows server and Oculus Quest 2 clients
- Implemented ship AI movement using motion controller designated waypoints
- Maintained design wiki in Confluence and task tracking in Jira for single member project

Game Designer on My Remote!, Pittsburgh IGDA Board Game Jam MMXVII, October 2018

- Designed mechanics for “Favorite Game” award winning game about fighting over the TV remote in 8 hours

ACADEMIC PROJECTS

Game Designer on Evolve, ETC Project, Spring 2019

- Designed physical puzzles for escape room with regard for transformational goals and story relevance

Experience Designer on Playgrounds, ETC Project, Fall 2018

- Designed conversation flow for bartending voice assistant using Dialogflow and actions on Google

Game Designer on Space Pirates, ETC Project, Spring 2018

- Designed mechanics for an AR multiplayer board game using Apple’s ARKit in Unity
- Balanced faction fleet arrangement and ship values based on numerical models tuned by playtest feedback

Game Developer in Experimental Game Studio, Spring 2019

- Rapidly prototyped a game concept every week in Unity
- Utilized genetic algorithm progression for goblin battle RTS
- Implemented weighted sort AI for 3D dogfighting game
- Polished web-physics based endless climber for Android

Game Designer on Instinct, ETC Game Design Class, Spring 2018

- Developed and prototyped two player deck-building insect battling game in 3 weeks
- Playtested 12 rounds and iterated on card balance between each session

Game Designer on Ultimate Squad, ETC Game Design Class, Spring 2018

- Designed and prototyped cooperative tactical miniature game with dice driven monster AI in 3 weeks

SKILLS

General

Unity, UE4, UE3, Maya, Git, Perforce, HTML, CSS, VBA, C#, C++

Other Software

Jira, Confluence, Adobe Creative Suite, Microsoft Office Suite