

ALEX WAY

 alexway.dev@gmail.com |  +1 (650) 229-4881 | [Portfolio](#) | [LinkedIn](#)

EDUCATION

University of Southern California

School of Cinematic Arts & Marshall School of Business

BFA Game Development and Interactive Design & BS Business Administration

Los Angeles, CA | May 2026

GPA: 3.96 / 4.00

PROJECTS

Developer | *Bears & Bobbers*

March 2026 – Present

- Creating an online multiplayer social fishing game for mobile inspired by *WEBFISHING*
- Engineering a mesh peer-to-peer networking system using Epic Online Services and custom state synchronization to support uninterrupted multiplayer sessions without host migration
- Modeling, rigging, painting, and animating 3D characters and props in Blender
- Designing gyroscope and touch input mechanics around accessible portrait-mode gameplay
- Gathering weekly feedback on features by distributing intermediate builds via TestFlight

Technical Designer | *Blitz Ball*

July 2025 – Aug 2025

- Worked with a partner to develop a local multiplayer 1v1 dodgeball [game](#) published on itch.io
- Developed core systems including controller pairing, instant replay, and character controls
- Maintained a burndown chart for weekly deliverables
- Iterated on UI and game feel based on Likert scale survey data and playtest observations

Technical Designer | *Bloom! Headshot*

Aug 2025

- Made a [game jam](#) that combines flash-style FPS gameplay with tower defense
- Built a modular, designer-friendly enemy spawner that allowed spawn rates and difficulty settings to be tuned through ScriptableObjects
- Co-designed and iterated on 5 level layouts
- Implemented custom 2D pathfinding and attack logic for 5 unique enemies
- Helped refine enemy designs to intuitively teach new mechanics without explicit instructions

Publishing Director | *USC Games Publishing Association*

Aug 2024 – May 2025

- Prepared Steam and Epic Games Store pages for 3 student capstone game projects
- Produced multiple iterations of release trailers in Adobe Premiere
- Collaborated with the creative directors to improve the readability of marketing assets

WORK EXPERIENCE

Gaming Market Research & Analytics Extern | *Mobalytics*

Remote | Sep 2023 – Nov 2023

- Used SQL and Tableau to query and visualize player usage data across competitive games
- Conducted market research to pitch 3 expansion strategies to the CEO

Product Growth Intern | *Pixelberry Studios*

Los Altos, CA | Jun 2023 – Sep 2023

- Analyzed user engagement and retention with the content team to spotlight top-performing visual novels on the front page of *StoryLoom*—a UGC visual novel creator platform
- Assisted in the planning and execution of college-student outreach and social media campaigns

ADDITIONAL SKILLS

Game Engines: Unity, Unreal Engine, Pico-8

Art: Blender, Maya, Procreate

Project Management: Trello

Version Control: GitHub, Perforce

Programming Languages: C#, Blueprints, Lua