

Alex Mejda



SYSTEM DESIGN GAMEPLAY PROGRAMMING

Based in: Berlin, Germany
Born: 14.10.1986
Email: alex.mejda@gmail.com
Portfolio: www.alexmejda.com

Hard Skills

Unity
C#
Git
Rapid Prototyping
Autodesk Maya
MS Office (Excel, Word, Power Point)
Adobe Photoshop
TypeScript (Basics)

Soft Skills

Analytical Thinking
Creative Thinking
Communication
Teamwork
Reliability

German - native
English - proficient
French - intermediate

Interests



Philosophy



Video Games



Inclusive Rugby



Making Music



Politics & Society



Board Games



Fantasy



Literature

Profile

I'm a Game Design student with a broad education and international working experience. I'm currently finishing my second year at the Game Design (B.A.) program at HTW Berlin, where I learn about all stages of game development by creating games with fellow students on a variety of platforms.

As part of my studies, I'm currently looking for an internship.

I specialize in System Design and Gameplay Programming, striving to create intriguing and satisfying game mechanics by iterating, testing and balancing in a systematic manner. I like being creative with others, using rapid prototyping to quickly convey and test ideas. In all the games I work on, I profit from the strong analytical skills and the outside-the-box-perspective I developed during my Master's.

Education & Work Experience

2017-10 – now

Game Design Student (B.A.)

learning about game development by making games at HTW Berlin - University of Applied Sciences

2014-03 – 2017-10

German Language Teacher

teaching classes and individuals from all over the world, creating micro games for entertaining lessons

2012-10 – 2014-02

Work & Travel

across Europe, Morocco & Turkey

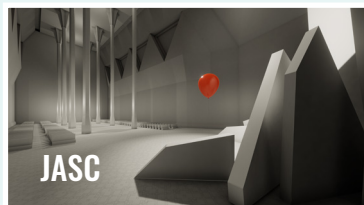
2012-10

M.A. in Philosophy, German studies

graduated With Excellence (0,5) from Universität des Saarlandes, Saarbrücken

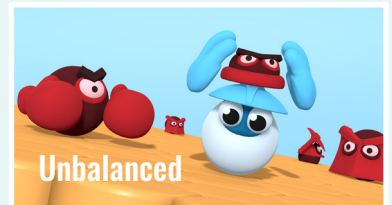
Projects

Here are some of the games I designed and developed with fellow students. Feel free to have a look at the development process, gameplay videos, my learnings and try them out at www.alexmejda.com



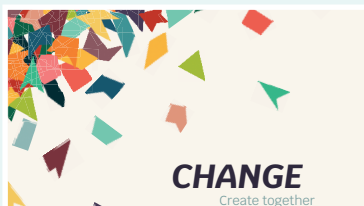
JASC

Genre: VR Experience
Platform: HTC Vive, Unity/C#
Time: 3 weeks
My roles: System Design, Level Design
Programming



Unbalanced

Genre: 3D Platform Defense
Platform: PC, Unity/C#
Time: 3 months
My roles: System Design, Programming, Tools Programming



CHANGE

Create together

Genre: Multiplayer Sandbox
Platform: Android & iOS, Unity Tiny/TS
Time: 3 weeks
My roles: Programming, UX Design



Armadillo Falls

Genre: 2D Gravity Puzzler
Platform: Android & iOS, Unity/C#
Time: 2 months
My roles: System Design, Level Design
Programming