

# ALEX SHILTS

TECHNICAL DESIGNER  
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[www.alexshilts.com](http://www.alexshilts.com)

## SKILLS

### Editors/Engines

Unreal, Unity

### Software

Adobe CC (Photoshop, Lightroom, Premiere Pro), 3DS Max 2015, Blender

### Coding

C++, C#, Java, Python

## INDUSTRY WORK

Studio Wildcard | Seattle, WA (July 2016 - Present)

### ARK: Survival Evolved / Scorched Earth DLC / Aberration DLC / Genesis DLC

#### Technical Designer

Multiplayer FPS Survival Game | Unreal Engine (Custom)

PC, Xbox One, PS4, Switch | July 2016 – January 2020 (Main Release: August 29<sup>th</sup>, 2017)

As a member of core gameplay team, I've been responsible for designing and implementing various rideable creatures, items, weapons, boss fights, and gameplay systems. I built a climbing system inspired by *Breath of the Wild*, a physics-based tether traversal system that combine *Spider-Man* with *Attack on Titan*, a jetpack, a glider suit, a *Star-Wars* style hover vehicle, and much more. Everything that I have touched on this project has had to account for network replication and low server framerate.

### ATLAS

#### Technical Designer

MMO FPS Survival Game | Unreal Engine (Custom)

PC | January 2018 – Present (EA Release: December 22<sup>nd</sup>, 2018)

As a member of core gameplay team, similar to my role on *ARK* shown above, I was responsible for designing and implementing various items, weapons, and gameplay systems. I worked on the ship sailing and dinghy rowing mechanics, AI movement on moving ships, the final boss fight, exploding barrels, a physics-based grappling hook, and a guitar-hero style music system. Just like my work on *ARK*, everything had to account for network replication and very low server framerate.

## SOLO WORK

### Titan Gear: Player Movement System

Unreal Engine 4.12

This personal project was my introduction into designing and building traversal gameplay, during which I created a grapple-point focused system for rapid 3D movement inspired by the Omnidirectional Movement Gear seen in the anime *Attack on Titan*. It was created entirely using Unreal Engine 4's Blueprint scripting and focused on both intuitive controls and fluid motion. I also used this project as an excuse to make animations that helped communicate the system's functionality.

## EDUCATION

### The SMU Guildhall (Plano, TX)

- *Masters of Interactive Technology, Design Track* (May 2016)
  - Thesis: Maximizing Player Immersion (Using the HTC Vive)

### Southern Methodist University, Lyle School of Engineering (Dallas, TX)

- *Bachelor of Science, Computer Science* (May 2014)

