

ALEX SHPINER

Level Designer & Technical Designer

www.alexshpiner.com | Haogen 13 , Yavne 8104130 Israel | +972-50-4000462 | alex.alexsh8@gmail.com

OBJECTIVE A junior-level position doing level design or technical game design.

PROFILE

- 3 years of Unreal 4
- 2 years of Unity 4 & 5, and C# scripting
- Meticulous, clean, and organized at Blueprints visual scripting
- Very attentive to world, story, atmosphere, mechanics, and gameplay balance needs
- Level designer & technical designer at Funnel, a small indie studio doing mobile and PC titles (1.5 years)
- College-level instructor in Unity 5 and Unreal 4
- 3 years of military service, doing statistical analysis on large-scale databases
- Learn new engines and technologies very quickly
- Serious, respectful, friendly, thrive in team environment
- Consistently high quality, high quantity output
- Hard worker
- Responsible
- Excellent at deadlines

SKILLS

Scripting. C# scripting (2 years)

Engines. Unreal 4 (3 years), Unity 4 & 5 (2 years)

Unreal 4. Blueprints, Cascade, Persona, lighting

Design. Level design, system design, game design, technical design

Lighting. Post-processing, fog, Lightmass Global Illumination, Reflection Captures, Ambient Occlusion

Shaders. Have built & tweaked Shaders in Unreal 4 for hi-res materials, including metals, plastics, mortar, bricks, decals, emissive

AI: Have used behavior trees in Blueprints to create enemy patrols, tracking, loss of sight, search, and attacks

3D graphics. Autodesk Maya, basic ZBrush, basic WorldMachine, Roadkill

3D processing. UV unwrapping, basic modelling

2D graphics. Adobe Photosho

EMPLOYMENT

Funnel Entertainment, Haifa Israel	Level Designer & Technical Designer	12/14 - 05/17
<ul style="list-style-type: none">• Level designer & technical designer for a small (5-person) indie studio in Haifa, Israel; first employee hired• Worked with artists and animators to create pipeline for porting animation & assets to Unreal 4• Created levels for mobile and PC games (Unity 5, Unreal 4)• Designed & built game mechanic systems in Unreal 4• Directed Art team on technical requirements• Created architectural simulation through HTC Vive (VR) and Unreal 4• Designed <i>Funny Aliens</i>, a 2D platformer for GooglePlay; final build delivered to publisher		
Tiltan School of Design & Visual Communication	Game Engines Instructor	10/15 - 06/16
<ul style="list-style-type: none">• Unreal 4 and Unity 5 instructor in the Game Design Program, at a 3-year private college• Students are primarily working professionals in their late 20's or early 30s• Lecturer on Unreal Engine 4, Lab Instructor on Unity 5 Engine		
Israeli Defense Force	Competence Report Non-Commissioned Officer	5/10 – 5/13
<ul style="list-style-type: none">• 3 years as a Non-Commissioned Officer in the Israeli Army• Performed military big-data analysis on large-scale databases• Was selected as one of the rare candidates capable of doing this meticulous and demanding job• Position required precision, thoroughness, and an acute intuition for patterns and meaning in large-scale data• Completely revised the processes and ways of dealing with and displaying data• Received Colonel's Mark of Excellence		

EDUCATION

Tiltan School of Design & Visual Communication	Haifa, Israel	2/14 – 6/15
<ul style="list-style-type: none">• 2 years of credits completed of 3-year program• Left to join Funnel Entertainment, a new indie game studio		
Tel-Ran	Rehovot, Israel	2/12 – 5/13
<ul style="list-style-type: none">• Certificate of Completion, C#/Java Programming (1-year course, completed while in military)		
ORT - Henry Ronson	Ashkelon, Israel	9/9 – 5/10
<ul style="list-style-type: none">• Completed 1 year of Advanced Placement College Credit while still in high school, in Industrial Engineering		