**Alexander M. Schroder**

**[alex.m.schrdr@gmail.com]**

**Education**

* Kennesaw State University, Kennesaw, GA **(Fall 2018 – Present)**
* One of (if not the) only Universities in the State that offers a Bachelor’s in Game Design
* Candide for Bachelor of Science in Game Design
* Major GPA: 3.3/4.0
* Parkview High School, Lilburn, GA 30047 **(2012- 2016)**
* GPA: 3.6/4.0

**2022** **Bungie**

Weapon Sandbox Designer (Intern)

* Worked in close relation with the weapons team and other teams within the studio
* Responsible for variety of weapon content in Season 19 and Season 20 (Lightfall) for Destiny 2
  + Responsibilities include Legendary weapons, perks, perk combinations, and sandbox balance (PvP and PvE), and an Exotic Weapon
* Heavy playtesting and feedback experience
* Knowledgeable with both PvP and PvE sandbox for Destiny

**Work and Team Experience**

**2014-2020** Swim Atlanta Pool Management 4850 Sugarloaf Pkwy #702, Lawrenceville, GA 30044

Lifeguard

* Supervised various pools around the Metro Atlanta Area
* Interact with patrons with emphasis on safety
* Help to organize and supervise events with HOA’s
* Provide on-site training and mentoring to rookie guards
* Work with other guards to ensure the safety of large groups (50+) of patrons in high stress situations for extended periods of time.
* Winner of Pool of the Year 2 years in a row, 3 in total (Awarded to pools with minimal patron complaints, incidents, and with exemplary upkeep)

**Skills**

General: Comfortable working in both teams and independently, can work under high stress situations. Experienced with various Bungie tools (Grognok, Perforce, etc.) Formally educated in the basic aspects Game Design, on the way to obtaining my bachelors in Game Design.

Programming: Moderate experience in Java and C#, light experience in Python. Light-Moderate experience with the Unity Game Engine.

Project Management: Light Experience with managing a product between myself, a team, and a client, including establishing goals, realistic deadline based upon requirements, and interacting with the customer. (See: “Charity Project Redesign)

Relevant Projects

**Destiny 2: Season 19 and Season 20/Lightfall Weapon Design**

[Destiny 2 Design Compendium](https://drive.google.com/file/d/1YiR2Cu2zAXXjF7hK4LOc9kYWPFYHBdM1/view?usp=share_link) – A document that displays my game design philosophy with respect to Destiny 2 (mostly outdated by this point, many of the weapon suggestions in this document have been implemented by the team or myself, but still shows design and balance philosophy)

[ComplexityAnalysis](https://github.com/Namthre/ComplexityAnalysis) (Java) – Generation and analysis of 3 different sorting algorithms in terms of complexity and performance. Shows basic skills in data structures, algorithms, and Java

[CharityRedesign](https://github.com/Namthre/CharityRedesign%20)(C#)- Website redesign mockup for a local charity in Georgia. Shows experience in highly collaborative team projects and communication skills through working with a client and a team

[Game1](https://github.com/Namthre/Game1%20)(C#)(Unity)- Shows experience with C#, game code, and the Unity game engine

[Game3](https://github.com/Namthre/Game3)(C#)(Unity)- More experience with C#, game code, and Unity Game Engine. Experience with game mechanics such as basic menus and inventories