

ALEX CROVELLA

LEVEL DESIGNER

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SKILLS

TOOLS

- Unreal Engine 4 & 5
- UE Blueprint
- CryEngine 3
- Maya

LEVEL DESIGN

- Rapid prototyping
- Quest area design
- Combat area design

QUEST DESIGN

- Branching dialogue
- Quest flow scripting
- RPG standards

VISUAL COMPOSITION

- Cinematography
- Lighting
- Framing

INTERESTS

VOLUNTEERING

- SXSW 2019 Game Awards Scriptwriter
- Planetary Society participant
- Mexico Orphanage Outreach

HOBBIES

- Scuba Diving
- Drumming
- Screenwriting
- Amateur Astronomy
- Dungeons and Dragons

WORK EXPERIENCE

RIGHT TRIGGER • Level Designer • Aug. 2022 – Present

Lowlife Forms

Worked with experienced designers to develop modular level pieces used in an innovative player-driven level design system, as well as traditional multiplayer shooter level designs. Developed weapons and unique weapon abilities as well as loot and scoring systems.

TREYARCH • Level Design Intern • May 2022 – Aug. 2022

Call of Duty: Black Ops 6

Designed a round-based zombies map from the ground up with guidance from senior level designers, and contributed level design work to shipped Zombies map *Liberty Falls*, designing the blockouts of the church area and interior.

GAMESTOP • Senior Guest Advisor • Oct. 2018 – Jan. 2020

TARGETCW • Temporary Playtester • Nov. 2019

EDUCATION

SMU GUILDHALL • MAY 2022 • Master's of Interactive Technology - Level Design • Dallas, TX

SMU GUILDHALL • AUG 2017 – JUL 2018 • Production Classes • Plano, TX

BAYLOR UNIVERSITY • AUG 2016 • B.A. in Film & Digital Media • Waco, TX

ACADEMIC PROJECTS

CURSE THAT MAGIC CAT! • Level Designer • January 2021 • [Steam](#)

Worked as one of 3 level designers on a team of 13 on a puzzle platforming cat-centric game, designing levels themed around teaching destruction and potion mechanics that I designed.

HABERDASHERS • Level/System Designer • Team of 60 • Multiplayer Kart Racing Title • June 2020 • [Steam](#)

Designed pickup systems for an arcade kart-racing game with a team of other game and level designers. Worked with level designers on pickup placement and track design to support pickups.