

# ALEXANDER BRADTKE

I have always loved video games since I was young. That is why I want to share my love and passion towards making games with other people.

## WORK EXPERIENCE

Quality Assurance: METANET  
S. Korea  
2019 June - September

## EDUCATION

Bachelor of Arts,  
Major Art & Design:  
Games and Playable Media

University of California,  
Santa Cruz | 2020

## TECHNICAL SKILLS

C++ | Javascript

Unity | Gamemaker Studio |  
Twine

Reaper | Maya  
Adobe Photoshop/Illustrator

Trello | Discord | MS Office

## CONTACT

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## STORY DESIGN

- Undertook narrative design on 6+ narrative-focused games for UCSC and Game Design Art Collaboration Club, overseeing world building, dialog, puzzle design
- Created and balanced enemy layouts, to ensure good experience and fair gameplay for "TYPOCRYPHA"
- Co-designed spells and effects including names and visuals for "TYPOCRYPHA"
- Developed multi-branching narrative twine game "Until I..." in a dark fantasy genre
- Developed puzzles and level design for "Window Pane"
- Concepted and designed TTRPG and card game,
- Wrote dialogue and characters for VN "Wonders of Ikea"
- QA work for narrative accuracy

## PIPELINE DEVELOPMENT

- Attend weekly scrums reviewing previous tasks and planning future tasks
- Oversaw QA testing for "Window Pane"
- Collected and mastered sound assets
- Visualized and prototyped levels and puzzles
- Tested games for mobile, VR, and PC
- Worked with developers on translation

## COMMUNICATION & COLLABORATION

- Worked both remotely and in person, using Trello and Discord for multiple projects
- Fluent in cultural curiosity - lived abroad for 2.5 years in Germany, Thailand, Indonesia, and Korea, travelled to over 30+ countries on 6 continents
- 2+ years experience in retail in customer facing roles - cash sales management, stock control, visual merchandising, customer service.
- Beginner understanding of Korean

## PROJECTS

### GAME DESIGNER, WRITER | TYPOCRYPHA | TEAM OF 20 | 2018 TO PRESENT

2D JRPG with typing-based battle commands. Developed world lore, spells, weapons, elemental effects, design implementation for enemy AI.

### LEVEL DESIGN, SOUND DESIGN, QA LEAD | WINDOW PANE | TEAM OF 8 | 6 MONTHS

First person psychological puzzle game in VR. Prototyping levels and puzzles.

### LEAD WRITER | UNTIL I... | SOLO | 2 WEEKS | TWINE

Developed mechanic to assess player character's mental health statistics that determined what narrative choices were generated. 15 minute playthrough.

### DEVELOPER | BUILDERS OF THE COLOSSUS & U.F.T.S | TEAM OF 5 & SOLO | 1 MONTH & 2 WEEKS

Developed a fan made card game based off of The Shadow of The collossus creating the mechanics and game loop / Created a procedural based TTRPG with time travel system allowing to replay the mission, but at a cost.