

To whom it may concern,

Hello there, I'm Kevin!

I'm a designer who specializes in problem solving some of your most difficult tasks utilizing industry grade game engines and frameworks. I have an excellent capacity to retain new concepts due to my use of free time developing game projects. While creating these experiences I've learned a wide array of skills including programming, 3D modeling, and UI/UX Design in addition to my experience in marketing, graphic design, game design, and QA Testing. I love communicating the wild designs and prototypes of projects I've been working on that tackle creative challenges in unique ways.

I've worked on countless projects with indie developers and deeply enjoy the creative process of troubleshooting issues from all angles. As an indie game dev you constantly need to be attentive to determine the source of an issue, my process includes deconstructing roadblocks to foundational components that can easily be dissected and solved. This allows me to actualize results and properly communicate systems to teammates.

In addition to these skills, I have also led multiple large teams of developers to create full feature projects in incredibly short deadlines. I work well under stress and have pulled teams out of bleak situations. I love leading passionate people and inspiring them to find their true potential. The greatest experience in the workplace for me is being surrounded by equally passionate developers/designers who want nothing more but to create testaments to their skill.

My ultimate goal is to revolutionize the way we interpret this world we live in. Too often I see young adults near my age unable to overcome their problems. I want to inspire my generation to look within and channel their curiosity to fight these challenges we come across, because only together can we reach out and smash these boundaries we think we're limited to. I am eager to bring my expertise and enthusiasm to your company and I look forward to further discussing my qualifications and answering any questions you may have. Thank you for your time and consideration.

Kevin Albregard

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Systems Designer

Specialization implementing game mechanics and art assets within game engines. Excellent communication skills with experience coordinating, interacting, and collaborating with many developers, designers, artists, musicians, and other individuals from all different specializations of talent. Created graphics for a multitude of different companies ranging from game developer studios to restaurants and startup companies. A deep understanding of the game/software development cycle.

Recent Work History

<p>Experis Game Solutions QA Tester</p> <p>Sep 2023 - Nov 2023</p>	<p><u>Tempe, AZ</u></p> <ul style="list-style-type: none">■ Performed exceptionally when passing BVT meeting sprint deadlines■ Managed ad hoc bug finding sessions discovering game altering bugs for developers to fix■ developed scripts to automate daily workflows increasing my efficiency among coworkers
<p>Endgame Bar Graphic Designer</p> <p>April 2022 - June 2022</p>	<p><u>Mesa, AZ</u></p> <ul style="list-style-type: none">■ Implemented a design workflow producing stylized graphics to meet company deadlines.■ Researched marketing demographics within phoenix using google applications to increase company profits and consumer retention.

<p>University of Advancing Technology Marketing Assistant</p> <p>Jan 2018 -Jan 2019</p>	<p><u>Tempe, AZ</u></p> <ul style="list-style-type: none"> ■ Managed multiple UAT social media accounts while engaging with other universities in order to increase marketing presence within phoenix. ■ Interacted with local indie game developers on twitter to increase the potential contacts of UAT in order to expand the student body. ■ Streamed multiple university events on platforms such as Youtube and Twitch and generated thousands of views increasing social media engagement. ■ Created prototype video recaps of university accomplishments from the student body to showcase skill and prowess among young developers. ■ Developed a marketing workflow that increased twitter engagements significantly as well as other social media platforms.
<p>University of Advancing Technology Content Writer</p> <p>Jan 2018 - Jan 2019</p>	<p><u>Tempe, AZ</u></p> <ul style="list-style-type: none"> ■ Memorized scripts and functionality of UAT in order to tour hundreds of students and their families convincing a majority of them to enroll ■ CRM data entry within managing software such as salesforce and hubspot in order to catalog extensive information on potential and current students. ■ Wrote weekly blogs about campus life, game development, game design, and current studies which prospective student's families could further understand the lifestyle and learning material the campus provides. ■ Interacted with new students and connected them with seniors/alumni to accelerate their learning experience at UAT so they can expand their future opportunities.

Personal Experience

Adobe Suite Jan 2014 - Present	Phoenix, AZ <ul style="list-style-type: none">■ Nearly a decade of experience in applications such as photoshop, after effects, premiere pro, audition, and other software adobe has to offer, I've been creating content for developers, companies, and schools to deliver the desired experience needed for each situation, whether that calls for graphics, videos, animations, or anything that can be made with the adobe suite
Game Design August 2017 - Present	Tempe, AZ <ul style="list-style-type: none">■ Lead small to large teams of developers skilled in art, design, and programming to develop full feature games in less than 48 hour deadlines.■ Designed and created games from scratch starting with in depth design documents that detail the technical requirements in both art and code then executed the plan to develop the assets needed to create those games.■ Utilized techniques from gamification to create documentation for prototypes that impact the real world in positive ways, such as gamified trash cans as an effort to decrease littering across phoenix.■ Developed game features using unreal engine, unity, godot, and game maker studio.

Education

(UAT) University of Advancing Technology Aug 2017 - May 2021	Majored in Game Design (AS) <ul style="list-style-type: none">■ Relevant Courses: Level Design, Advanced Level Design, Gamification,, Game Scripting for Designers, Critical Game Studies, Game Production Studios, Game a week, Virtual Reality Tools and Hardware, Game Design Workshop
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