



Alexander Drexelius

Game Designer

PORTFOLIO

<https://www.alexdreliius.com>

ABOUT ME

With a structured and analytical approach to game design, I bring a focus on quality and attention to detail to every project I work on. My multidisciplinary expertise and my passion for gaming drives me to push the boundaries and create new and exciting experiences for players.

LANGUAGES

German - Native
English - Fluent

GAME ENGINES

Unreal
Unity

SKILLS

Game Design
UI/UX Design
Project Management
Research & Analysis
Level Design
Narrative Design
Testing

CONTACT

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Professional Work

Crit Crew

Tower Duel & other unannounced projects, Apr. 2021 - Jun. 2023

- Researched and designed game features to optimize revenue from rewarded ads.
- Conducted extensive playtesting and research for improvement in post-launch features.
- Created detailed mockups and concepts to redesign the game's logo, icon, and app store presence, improving its visual appeal and marketability.
- Created design documents and mockups for state fund applications.

Unannounced Playmobil® Project, 2021 - 2022

- Designed features and UI for both content creation tools and gameplay.
- Trained writers on the use of these tools and provided feedback to refine game flow.
- Conducted extensive playtesting and bug hunting to identify areas for improvement in both the game and tools, ensuring a high-quality final product.

Internship & additional work, 2021

- Conducted extensive playtesting and bug hunting.
- Streamlined project workflows by implementing detailed task tracking and scheduling.
- Optimized meeting times with comprehensive meeting agendas and focusing on action items.
- Maintained detailed documentation across multiple projects, including design documents, mockups and project plans, ensuring clear communication and accountability in the team.

Biberfilm

Cutter, Colorist, Camera Operator, 2015 - 2018

- Worked on various filming projects from small to big productions.
- Convert the creative vision in post production by adjusting pacing, colors and music in the edit.

Goodgame Studios

Empire: Four Kingdoms, 2014 - 2015

- Designed new gameplay features and improved existing ones to enhance player engagement.
- Conducted extensive playtesting and bug hunting to identify areas for improvement, ensuring a polished and high-quality player experience.

University Work

Corruption

JMU Würzburg, 2020

- Programmed a procedural level generation algorithm to create randomized and dynamic levels.
- Conducted extensive game and level design to ensure engaging gameplay and challenging difficulty progression.
- Collaborated closely with my colleague on producing and managing project timelines, ensuring timely delivery of milestones and final product.

F@#% Yeah

Games Academy Berlin, 2014

- Designed an engaging gameplay loop, focusing on player experience and game flow.
- Conducted thorough research and extensive playtesting to refine gameplay mechanics, improve player retention, and ensure a high-quality final product.
- Built and maintained the game's arcade cabinet, including selecting hardware components, assembling the cabinet, and troubleshooting technical issues to ensure optimal performance.

Mountain of Madness

Games Academy Berlin, 2013

- Developed game and level design to create an immersive horror experience for players.
- Conducted extensive research into the source material of H.P. Lovecraft to ensure an authentic and accurate portrayal of his work.
- Assisted with 2D art and created the game's cinematics, helping to bring the game's world and characters to life.

Education

BSc Games Engineering

JMU Würzburg, 2018 - 2022

Game Designer (GA)

Games Academy Berlin, 2013 - 2014