# Alexander Fama Morton
## Level + Game Designer

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## Introduction

I am a dedicated, innovative, and enthusiastic Level Designer pursuing new opportunities. My professional experience of nearly 8 years has given me a strong background with creative problem-solving skills, excellent communication, and the adaptability to learn new tools quickly. My goal is to make the best possible games for players, while continuing to expand my own knowledge, collaboration, and leadership skills.

## Experience

### Iron Galaxy Studios | Level Designer | May 2022 - Feb 2025

- *Tony Hawk's Pro Skater 3 + 4* **-** Releasing July 11, 2025
- *Rumbleverse* **-** Released last major update January 2023

**Responsibilities/skills used during professional projects:**

- Created comprehensive levels using paper, 3D greyboxing, and kitbashing; took initial concepts to final art polish.
- Maintained/developed returning spaces; focused on composition, content, and collision conversions for remakes.
- Content Design and Blueprint implementation for objectives, unlockables, and other bespoke gameplay events.
- Helped establish workflow pipeline, task prioritization, and content structure for level creation with Producers.
- Crafted and maintained high-quality design and technical documentation using written and visual elements.
- Playtesting to provide/receive feedback on project work; pitched successful design solutions to project leadership.
- Communication/collaboration with Engineers, Artists, QA, and other disciplines to track progress and resolve bugs.

### Deck Nine Games | Senior Level Designer | Nov 2016 - April 2022

- *The Expanse: A Telltale Series* **-** Released September 2023
- *Life is Strange: True Colors* and *Wavelengths DLC* **-** Released September 2021
- *Life is Strange: Before the Storm* and *Farewell DLC* **-** Released December 2017/March 2018

**Responsibilities/skills used during professional projects:**

- Developed 2D layouts/3D block outs into polished scenes; converted narrative beats into gameplay/level features.
- Crafted updated level flow, gameplay, and new content for existing spaces from a previous title in an established IP.
- Used in-studio proprietary tools to create/update/debug gameplay conditionals and logic using visual scripting.
- Implemented NPCs with animations, logic, interactions, and authored audio hints to assist with player progression.
- Close coordination with Leads, QA, Writers, and Cinematics while fixing bugs to ensure levels function as intended.
- Helped run a hiring cycle for team expansion, mentored new game designers, and provided feedback on their tasks.
- Turned my design docs and rapid prototypes into *Life is Strange* Empathy Power moments, puzzles, and side quests.

## Tools

- Unreal Engine 5
- Unreal Engine 4
- Unreal Engine 3 / UDK
- Unreal Blueprints
- Unity Engine
- Valve Hammer Editor
- Blender
- Autodesk Maya
- Adobe Photoshop
- Jira
- Perforce
- Confluence

## Education

### East Tennessee State University | B.S. Digital Media | Interaction and Game Design

**Minor:** *Film Studies* | **Magna Cum Laude** | *Phi Kappa Phi* Honor Society