

# Alex Loughran

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VR Game Designer especially familiar with melee combat and systems design.  
Additional experience collaborating with other disciplines; artists, programmers, etc.

## Work Experience

### Game Designer

### Unannounced VR Project

Ubisoft Bluebyte

Dusseldorf, Germany

Jan 2020

Current

- > Lead the combat team, organize the team's focus and priority
- > Manage the overall direction of the game's combat from a player-oriented perspective
- > Design enemy archetypes and overarching AI system that governs enemy behaviors
- > Design specialized enemy encounters, work with level designers to merge environment and combat
- > Organize and perform in Motion Capture shoots to supply animations for feature experiments
- > Communicate the direction of the game's combat with publishing partners

*Great At*

Microsoft Excel

Google Docs

Photoshop

Visual Basic

Unity

### Economic Game Designer

### Tom Clancy's Elite Squad

Ubisoft Owliont

Paris, France

June 2017

Jan 2020

- > Managed in-game economy and in-game purchase options during the game's live operations
- > Used live data to adjust in-game rewards and to balance enemy configurations
- > Designed XP and currency reward systems and tuned using live analytics
- > Collaborated with artists to create unique FTUE elements to boost Day 1 retention
- > Designed additional features, including UI Panels, AI Systems, and Combat Progression

*Good At*

After Effects

JIRA

Confluence

Visio

### Game Designer

### State of Chaos Mobile Game

Shiver Entertainment

Miami, FL

Oct 2014

Feb 2017

- > Defined the model of player interactions in and out of combat
- > Created progression systems to adhere to a desired amount of playtime and replayability
- > Used live data to adjust in-game rewards and to balance enemy configurations
- > Collaborated with a programmer to research, design, and implement AI system from scratch
- > Designed and implemented active and passive abilities for over 40 unique characters

*Familiar with*

Javascript

Blender

UE4

C#

### VR Game Designer

### Project Spearhead: VR Experiments

Carnegie Mellon University

Pittsburgh, PA

Aug 2013

Dec 2013

- > Rapidly iterated on game concepts alongside programmers and artists
- > Worked in editor to implement levels, game balance, art assets, etc
- > Held playtests, collected data, gathered actionable feedback to drive future experiments
- > Used 3DS Max to supply programmers with test assets during prototyping phase

## Education Experience

Carnegie Mellon University

Pittsburgh, PA

Aug 2012

May 2014

Game Design

Master of Entertainment Technology

Juniata College

Huntingdon, PA

Aug 2008

May 2012

Film and Digital Media

Bachelor of Arts