

ALEX ROMO

Game Designer

PROFESSIONAL EXPERIENCE

SENIOR GAME DESIGNER | Crowe | *The Rogue Initiative*

Los Angeles, CA | 12.15—Current

- Ideation, paper design, and scripting for cinematic VR gameplay.
- Design, develop, document and improve content pipelines.
- Oversee day to day tasks of the design team including design review, progress meetings, and mentoring others.

ASSOCIATE GAME DESIGNER | Call of Duty: Black Ops 3 | *Treyarch*

Santa Monica, CA | 08.13—09.15

- **New World** - Tutorial level in a simulated virtual environment.
Responsibilities included design, layout, and scripting.
- **Hypocenter** - An eerie descent into cybernetic labs.
Responsibilities included design, layout, scripting, and AI prototyping.
- **In Darkness** - A powerful storm that changes the battlefield.
Responsibilities included design, gameplay, technical, and cinematic scripting.
- **Lotus Towers** - Violent riots break out in a slum tower block.
Responsibilities included design, technical and cinematic scripting.
- **Der Eisendrache** - Zombie horde mode in a German castle.
Responsibilities included design, layout, and scripting.
- Created User-Generated Content pipelines for PC modding

ASSOCIATE GAME DESIGNER | Call of Duty: Black Ops 2 | *Treyarch*

Santa Monica, CA | 11.11—08.13

- **Transit** - A bus ride from hell that takes you across a giant city.
Responsibilities included design and scripting.
- **Die Rise (DLC1)** - Leap across giant skyscrapers with Zombies close behind you.
Responsibilities included design and scripting.
- **Buried (DLC3)** - An underground abandoned city filled with zombies.
Responsibilities included design, layout, and scripting.
- **Turned** - Asymmetrical PvP King of the Hill zombie mode with one player as a human.
Responsibilities included design and scripting.

ASSOCIATE GAME DESIGNER | Call of Duty: Modern Warfare 3 | *Treyarch*

Santa Monica, CA | 06.11—11.11

- Ported Singleplayer levels and Multiplayer features to the Nintendo Wii.
- Design motion controls for gameplay to utilize Nintendo Wii nunchuk.

ASSOCIATE GAME DESIGNER | Call of Duty: Black Ops | *Treyarch*

Santa Monica, CA | 07.10—06.11

- Ported Singleplayer levels to the Nintendo Wii.
- Design motion controls for gameplay to utilize Nintendo Wii nunchuk.
- Created User-Generated Content tools, servers, and pipelines for PC modding.

MOD TOOLS CONTRACTOR | Call of Duty: World at War | *Treyarch*

Santa Monica, CA | 07.08—11.08

- Created User-Generated Content tools and pipelines for PC modding.

PERSONAL EXPERIENCE

QUANTUM SHIFT | Unreal Engine 4

- Designing a 2D / 3D hybrid VR game with competitive coop.

CONTACT

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Sherman Oaks, CA, 91423

EDUCATION

B.S. in Computer Game Development

DePaul University

Chicago, Il. | 09.06—06.10

SOFTWARE

Unreal Engine 4

Unity

Radiant

Hammer

UltraEdit

Visual Studio

Maya

Photoshop

Perforce

DevTrack / Jira

HARDWARE

HTC Vive

Oculus

PSVR

Daydream

SKILLS

Blueprint Script

Call Of Duty Script

Source VScript

Server & Client Networking

Behavior Trees

BSP Mapping

Static Prop Creation

Community Relations / Tools Support

Portfolio can be viewed at
www.alexromo.com