

# Alexander Collis

Games Designer / Technical Designer

Mobile: on request

[www.alexandercollis.com](http://www.alexandercollis.com)

**ACollisDesign@gmail.com**

## OBJECTIVE

Seeking Game Designer or Technical Designer Roles, with a focus in systems and mechanics.

## SUMMARY

I am dedicated, hardworking and extremely passionate about Game Design, specifically modular workflow.

I am working towards my Masters in Computer Games Design at Staffordshire University after having graduated from the same university with a 2:1 in BSc Computer Games Design in 2025. My work in Game Design across my academic career and work placements have helped develop my foundation of knowledge across multiple disciplines, such as game feel, technical tool development and UI/UX.

My varied work experience illustrates my ability to work well in a team, working well under pressure to meet tight deadlines.

I can bring a good team working ethos, good communication skills, a solid technical capability and a dedication to any task I am given.

SKILLS & TOOLS	WORK EXPERIENCE
<b>Design</b> Game Design Documents Technical Design Documents Gameplay systems Design 3Cs design Prototyping & Balancing	<b>Student Demonstrator</b> Sept 2025 - Feb 2026 <i>University of Staffordshire, School of Design, Technology, Innovation and Business</i>  Helped design students with Unreal Engine problems
<b>Programming</b> Visual scripting (Blueprints)	<b>Student Placement Officer (placement)</b> Sept 2023 - Apr 2024 <i>University of Staffordshire, School of Justice</i>  My main focus was creating graphics for the faculty and finding placement opportunities for its students. During this time, I thought of ways to develop my role using my degree skills in such a way to aid the faculty and the students. I pitched my concept and was given the opportunity to begin designing and developing an educational gamified app - similar to Duolingo
<b>Engines/Tools</b> Unreal Engine 4/5	<b>Photogrammetry Intern</b> Summer 2023 (4 Months) <i>M-XR</i>  At the time of my internship, M-XR worked closely with Epic Games, Quixel and Adobe. My role included scanning over 1,000 swatches, processing and cataloguing the samples, as well as gaining an insight into what it was like to work at a startup on the forefront of new technologies, and seeing how software, hardware and machine learning collectively was used to further the company's objectives.
<b>Project Management</b> Git Miro	<b>3D Modelling &amp; Game Design Intern</b> Summer 2019 <i>ARUP</i>  Work included using Rhino software on a number of existing projects.
<b>Software</b> Adobe Photoshop OBS Microsoft Office	
<b>Soft Skills</b> Time Management Demonstrating Concepts Drive for Personal growth Teamwork Oriented Clear communication Proposals and presentation Leadership	

## EDUCATION

### STAFFORDSHIRE UNIVERSITY MSc Computer Games Design

October 2025 – August 2026

Developing from my BSc, the course enhances design theory and practical expertise, leveraging current research and industry trends, while building strong project management skills. Modules for the course:

Advanced Game Design & Research (**Distinction**), Advanced Prototyping (Unreal 5.6) (**Distinction**), Game Feel & Polish (**Distinction**), Games System Design (**Distinction**), Professional Practice & Entrepreneurship (**Distinction**), Project Management and Research Methods (**Awaiting result**) Game Master Project (Unreal 5.6) (*Module Ongoing*)

### STAFFORDSHIRE UNIVERSITY (BSc) Hons - Computer Games Design, with placement 2:1 Honours

October 2021 – June 2025

A degree integrating both technical skills and practical gameplay design, framed within a production perspective. The modules throughout the course:

#### Year 4

Prototyping for Technical Designers (Unreal 5.3), Senior Collaborative Games Development, Games Development Project (**First**), Emergent Games Technologies, Tool Developments for Technical Designers (**First**)

#### Year 3 Industrial Placement (**First**)

#### Year 2

Games Interface Design & Implementation, Advanced 3D Games Engines & Scripting, Junior Collaborative Games Development & Testing, Games Interface Design & Implementation, 3D Games Design & Development (Unreal 5.3)

#### Year 1

Introduction to 3D Games Design, Introduction to 3D Games Engines, Introduction to 3D Modelling for Games, Narratology for Games

### BTECS

Summer 2021

Games Production – BTEC Level 3 National Extended Certificate – (**Distinction**)

3D Design – BTEC Level 3 National Diploma – (**Double Distinction**)

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### Interests

Reading, Films, Drawing, Music, Scuba Diving

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### References

References are available upon request. Please contact by telephone number or email address.