

Alex Presser

717-357-0254 | anipresser@gmail.com | <https://www.linkedin.com/in/alexpresser/> | <https://disfire.itch.io/>
<https://anipressergames.com>

EDUCATION

Champlain College, GPA: 3.867

Burlington, VT

Bachelor of Science in Game Design, Concentration in Interactive Narrative and Sound Design Aug 2021 – May 2025

SKILLS

Programming: C++, JAVA, GML, C#

Communication: English

Game Development: Microsoft Office, Unity, Unreal Engine 5, Game Maker Studio, Ren'py, Twine, Git, and Subversion

Other: Adobe Photoshop, Illustrator, Premiere Pro, Production with Jira/Confluence, Logic Pro X, Reaper, and Audacity

PROJECTS

Poly-Vinyl Pests

Aug. 2024 - May 2025

- Worked on developing a prototype to be greenlit and shipped on steam
- Worked on designing the larger audio profile and soundtrack for the game
- Experimented with adding upgrade-based player progression to a bullet hell game

Film Scoring Project

Oct. 2024 – Dec 2024

- Took a scene from the final battle of Scott Pilgrim vs. The World (2010) and re-scored the fight music underneath the dialogue to redesign the sound profile of the scene.
- Spent multiple weeks fine tuning melodic patterns and layering them together with different soundfonts alongside Logic Pro's native instruments to create a bombastic musical experience.
- Generally got to understand the processes behind overall film scoring, adding music to picture, and how that can apply for sound synthesis and design in in-game encounters or fights.

Boundless Blade

Mar. 2023 - May 2023

- Focused on balancing gameplay for an endless, arcade-like experience with a nontraditional controller (WACOM Tablet).
- Developed and iterated upon a robust upgrade system that allowed for greater player expression
- Developed an experimental audio program that utilized Unity's audio system in a way to have greater audio manipulation without the use of middleware
- Created multiple tracks and integrated sound effects cleanly to create an immersive and engaging auditorial experience.

INVOLVEMENT

Wednesday Night Fight Club (WNFC)

Oct. 2021 – Present

- Helped start the fighting game club on campus
- Took great part in events early on in the club's life to help jump start its popularity on campus

Ubisoft Game Lab Competition 2024

Feb. 2024 – May 2024

- Navigated game design under a theme with multiple constraints in a 10 week window.
- Networked with industry professionals in and out of Ubisoft
- Professionally worked with a group of peers to deliver a finished project within a limited amount of time
- Worked on developing a working sound system to fit not only the competition theme, but also to work in a networked environment as part of the constraints

WORK EXPERIENCE

PFS Shopper

May 2023 – Jan 2024

Giant Food Stores

Gettysburg, PA

- Efficiently shopped online order batches for customers
- Spacial navigation skills used to find items for various order batches
- Used customer service skills to communicate with and deliver orders to customers

Information Desk / Conference Services

May 2022 – Aug 2022

Gettysburg College

Gettysburg, PA

- Efficiently set up, tear down, and prepare for events around campus
- Direct calls and other inquiries from various clientele at the circulation desk
- Properly managed and tended to facilities on campus as needed for conferences/camps