

ALEXANDER KEHN

DESIGNER

ABOUT ME

Dynamic, imaginative, with a highly adaptable work ethic. Specializing in game design and audio. A strong collaborator with a diverse range of influences, and generally a friendly human being.

CONTACT ME

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OVERVIEW

- 3 years professional experience as a game designer
- 2 years experience for art department in commercial film
- Bachelor of Game Design at Sheridan College with honours
- Broad previous work history including carpentry and large-scale forestry operations

INTERESTS

Guitar & Synthesizers /
Camping & Hiking /
Philosophy / Cooking

FDUCATION

Honours Bachelor of Game Design

Sheridan College, Oakville, ON 2018-2022

Graduated with a GPA of 3.5, taking extra-curricular studies in sound design and augmented reality techniques.

Art Fundamentals

Seneca College, Toronto, ON 2014-2015 Certificate program to sharpen my fine art skills.

WORK EXPERIENCE

GAME DESIGNER

Mtion Interactive

Waterloo, ON, 2022-Current

What began as a level design position quickly expanded to overseeing the entire Design department of this small Waterloo, ON software start-up. Also taken the initiative to co-manage Project Management with the Lead Engineer. Successfully launched early access in August 2023 and focusing on live service.

GAME DEVELOPER

University of Windsor, Sheridan College Toronto, ON, 2021-2022

Developed an educational game for University of Windsor Ecology students. Part of the design team during early conception and worked as a programmer to implement designs and build the game's systems.

GAME DESIGNER

Survivorman: The Descent, CREAM Digital Humans, SIRT Centre Toronto, ON, 2021

Aided in the prototyping and testing of virtual production stage technology. Developed prototypes using Unity Engine for use with Oculus Quest as well as Unreal Engine's virtual production capabilities. Assistant Game Design for character controller and implementing photogrammetric avatar scans into Unity using proprietary tools.

PRODUCTION ASSISTANT/SET DESIGN

The Archivists
Toronto, ON, 2019

Supported the Art Dept. on a TIFF nominated short film. Constructed "post-apocalyptic" set using salvaged materials to fit the aesthetic defined by the director. Collaboratively worked within a tight deadline/budget.

TECHNICAL SKILLS

- Unity
- Unreal 4, 5
- FMOD, Wwise
- C#

- Ableton Live, Reaper
- Adobe Creative Suite
- Blender
- Figma



Nov. 3, 2023

To Whom It May Concern,

I am writing to provide a strong recommendation for Mr. Alexander Kehn, a highly talented game designer and level designer who has been a valuable member of our team at mtion interactive inc.

Alexander's exceptional skills and creativity in the field of game design have consistently impressed us during his time with our company. His ability to conceptualize and develop captivating game levels is truly remarkable. Alexander possesses a keen eye for detail and an innate understanding of player engagement, which is reflected in the quality of his work.

During his tenure with mtion interactive inc., Alexander has played a significant role in the success of several of our projects. His contributions to game design and level creation have not only met but often exceeded our expectations. Alexander's innovative thinking and problem-solving abilities have greatly contributed to the overall quality and success of our games.

Alexander is not only a skilled professional but also an excellent team player. He collaborates effectively with colleagues, takes constructive feedback with grace, and consistently demonstrates a strong work ethic and commitment to meeting project goals and deadlines.

I have no doubt that Alexander Kehn will be an asset to any organization he chooses to join. His passion for game design, coupled with his technical expertise and dedication to producing exceptional work, make him an outstanding candidate for any game development project.

I wholeheartedly recommend Alexander Kehn for any game design or level design positions. Please feel free to reach out to me at lynn@mtion.tv for any additional information or reference checks.

Sincerely,

Lynn Yang

VP of Operations

mtion interactive inc.