

ALEX FLONT

Bellevue, WA | aflont.design@gmail.com | www.alexflont.com | linkedin.com/in/alexflont

PROFESSIONAL SUMMARY

- Self-taught level designer with experience creating blockouts and scripting in Unreal Engine 5 and Unity
 - Possess 8+ years' experience in design-oriented profession working on 4-5 member teams, iterating on map deliverables with input from multiple users, including clients and other team members
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LEVEL DESIGN PROJECTS

Nuclear Power Plant | Unity Blockout | Summer 2022

Level Designer

- Published a multiplayer concept level, with scripting and lighting, set in the *Due Process* universe.
- Planned design with consideration for core game pillars, including flow, possibility space, and player utility.
- Increased efficiency of grayboxing through construction of modular prefabs and a "gym" level to establish metrics.
- Designed basic player controller to emulate core game mechanics, such as firing a weapon, destroying doors, and throwable effects.
- Showed progress to other players and received positive feedback on detail and effort put into the blockout. Also iterated based on feedback to improve level balance.

WORK EXPERIENCE

HNTB | Bellevue, WA | July 2023 – Present

GIS (Geographic Information Systems) Analyst II

- Provide GIS technical support, with a focus on creating presentation-quality maps, for projects in the greater Seattle area.
- Designed map templates to be more user-friendly and compatible with different datasets. Templates were implemented in 20+ figures for a major transit rail project.
- Developed method of tracking metadata with attention for detail that led to greater reliability in source documentation.

Formation Environmental | Boulder, CO | June 2016 – March 2022

Environmental Engineer

- Collaborated on 3+ projects at any given time providing GIS support. Projects ranged from \$1MM to \$100MM+ in investigation and cleanup costs.
- Brought an attention to detail analyzing a spatial dataset of 150,000+ sediment samples to ensure data integrity.
- Supported visual design needs of projects, specifically requested by others to create tables, flowcharts, and graphics.

Wood Group | Atlanta, GA | January 2015 – March 2016

Due Diligence Consultant

- Performed Phase I Environmental Site Assessments (ESAs) at 20+ sites statewide and monitored Phase II ESAs.
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EDUCATION

Georgia Institute of Technology | B.S. Environmental Engineering | May 2014

PROFICIENCIES

Unreal Engine 5, Unity, Unreal Blueprints, C#, Blender, Gimp, Python, Adobe Creative Suite, Microsoft Office