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# Alexis Barta

Game Designer

1744 Jeanne Circle, Martinez, CA 94553 | (925) 451 9235

[disgruntledgamerat@gmail.com](mailto:disgruntledgamerat@gmail.com) | [Portfolio](#) | [LinkedIn](#)

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**September 29, 2015**

To whom it may concern,

Benjamin Montoya referred me to your new Customer Service Representative opening at your company, RockYou. I am an avid gamer, as well as a graduate of Full Sail University with a degree in Game Design with honors. I've a year and a half of customer service in a retail environment. I worked for a year at Safeway, first as a courtesy clerk then as a floral clerk. I honed my skills helping customers find product in the store, helping them with their groceries, and creating floral arrangements. I handled customer requests, as well as helping when customers had issues and problems. I recently took a position in the Easy Tech department of Staples as the technician that works on computers. Here I assess computers that are brought in for fixing, set them up for service, and make sure all service is completed as requested. I filter the work orders from most urgent to least, and work on them accordingly. When not working on computers, I help customers in person and via phone to find products in the store, as well as troubleshoot issues.

Outside of work, I play Final Fantasy XIV, Dragon Age: Inquisition, mobile games such as Dragon City, Monster Striker, and One Finger Death Punch. I play most games across all genres and platforms including the above mentioned as well as Borderlands, Pokemon, Tomb Raider and Destiny, among many others. I'm a well rounded gamer who's incredibly enthusiastic about the games I play, and want to be a part of games any way I can be.

I like to think of myself as a helpful, hard working individual who does everything she can to help customers. I go out of my way to make sure the customer comes out of our conversation having had a great experience. I'm a self-starter, and am always learning new things to help me succeed. Whether it's learning new coding languages for game development, looking up ways to solve problems with Windows 10, or how to better service customers, I am always expanding my knowledge base.

I firmly believe that your Customer Service Representative position will further build my skills, help you to achieve your goals in customer service and be the step into the games industry that leads me to success. If you'd like to get in touch with me, I can be reached at 925-451-9235 in the afternoon and evenings after 1pm, as well as at my email: [disgruntledgamerat@gmail.com](mailto:disgruntledgamerat@gmail.com). Attached you will find my resume, which includes my contact information, education and work history, as well as the game projects I've been a part of.

Thank you for the consideration, and I hope to hear from you soon.

Sincerely,

Alexis Barta  
Enclosed

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### Summary

An up and coming game designer who wants to bring innovative mechanics and storytelling to console and PC video games, primarily in the RPG and adventure genres. Very interested in 3D and 2D game development as well as next-gen technology.

### Skills

Design	Development	Production
Level Design Mechanics Design World Creation Character Creation	C# UnrealScript Perlspiel JavaScript	Unreal Engine 3 Unity Engine 4 GameMaker 3DStudio Max

### Game Projects

#### *Crystalim – Design Lead – Team of 6 – Oct 2014 to Jan 2015*

- Concept creator and design lead of the project
- Designed and built a short third person 3D platformer in the May 2014 build of UDK from concept to gold release; created a custom player mesh with textures and animations in 3DStudio Max to be used within the game
- Designed levels implementing core mechanic with ramping difficulty and an emphasis on gameplay mastery

#### *Keep Siege – Developer – Solo – April 2014*

- Built a text based tower defense game in Perlspiel with emphasis on player choice, risk and reward, usability and storytelling
- Designed randomly generated scenarios with risk and reward; kept the game fresh through multiple playthroughs by adding multiple endings and the scenarios between each 'level'

#### *Scraps – Level Designer – Team of 4 – March 2014*

- Designed and built the final section of the level in the July 2013 build of the UDK using design mock ups and references of dystopian labs; created special pressure plate meshes and textures within 3DStudio Max to fit the level and the aesthetics
- Used lighting and visual cues to guide the player around the lab to each of the door switches to give a sense of player guidance while not holding their hand

### Education

Bachelor of Science in Game Design - Full Sail University at Winter Park, FL - Feb 2015 – 3.7 GPA

### Work Experience

Easy Tech Technician – Staples – August 2015 to Present  
Floral Clerk – Safeway – October 2013 to March 2014  
Courtesy Clerk – Safeway – April 2013 to October 2013  
Engineering Intern – UCT – April 2012 to August 2012

### Miscellaneous

*Favorite Games:* Legend of Zelda: Twilight Princess, Pokémon Emerald, Darksiders 2, Destiny, Borderlands 2, The Sims Series, World of Warcraft