



Alexander Cocoles

Game Designer

acocoles@gmail.com

415 290 0072

www.acocoles.com

Game Design Experience

Destiny 2

Game Designer, Sandbox/Rewards | Bungie, Inc. | 2022 to Present

- Iteratively developed engaging weapons, abilities, and pursuits based on feedback and playtests.
- Balanced release and legacy content for Destiny's constantly evolving PvE and PvP sandbox.
- Designed the seasonal meta-defining feature encouraging players to explore new builds while showcasing seasonal rewards.
- Maintained a high standard for documentation and advocated for evolution of best practices.
- Owned reusable gameplay templates to reduce the impact on QA and shorten development time.

God Of War Ragnarök

Game Designer, Camera | Santa Monica Studio | 2019 to 2022

- Worked with animators, designers, and programmers to create a seamless game play experience.
- Maintained God Of War's signature camera style, prioritizing player agency and freedom of movement.
- Owned camera features and systems for vehicles, combat, and bosses. Iterated on these features using feedback from play testers, developers, and leads.
- Scripted camera systems in LUA for final product release and prototypes for engineering.
- Worked with UX Designers to implement camera accessibility features to decrease enemy tracking complexity while preserving combat feel.
- Collaborated with level designers and environmental artists to optimize level readability and flow.

Skills

Engine	Unreal Engine 4 Unity 4 Creation Kit
Scripting Languages	UE4 Blueprint Lua
Programming Languages	C++ C# Python
Software	Maya Perforce Jira Confluence

Education

Southern Methodist University Guildhall, Plano, TX Master's in Technology Graduated May 2019 Specializing in Level Design
University of the Pacific, Stockton, CA Bachelor of Science in Computer Science Minor in Graphic Design Graduated May 2017 Emphasis in Graphics and Simulation

Hobbies

- Tabletop role-playing games. *Usually the game master.*
- Board games. *The more complex, the better.*
- Outdoors. *Ranging from rock climbing to long walks.*
- Video games. *Naturally.*