

# ALEX HERNANDEZ

## Game Design Student

### SUMMARY

As long as I can remember, I've always been obsessed with horror movies, but even more so video games. I started out drawing my own personal characters inspired by different horror franchises. Eventually, I made my own journey into pixel art inspired by GBA and DS games I borrowed from my older cousins, namely Fire Emblem: The Blazing Blade and Pokémon Mystery Dungeon. It wasn't until I played Silent Hill 3 that I realized that video games hold the same potential to tell stories that bring out palpable emotion from the player as horror movies. After playing as many Silent Hill games as possible, I realized that I want to be able to share these interactive stories that had such a formative impact on me with as many people as possible.

### EDUCATION

#### Associate of Arts in Computer Science

Merced College 📅 08/2020 - 06/2022 📍 Merced, CA

#### Bachelor of Arts in Art and Design: Games and Playable Media

University of California, Santa Cruz  
📅 09/2022 - Present 📍 Santa Cruz, CA

### EXPERIENCE

#### Environment and Enemy Designer

Amusia 📅 Present 📍 Santa Cruz, CA

UCSC Student Senior Project

- Designed background art for multiple levels
- Created art for platformer tiles interacted with by the player
- Created concept art for in game enemies

### LANGUAGES

English Native ●●●●● Spanish Intermediate ●●●●●

### SKILLS

Environment Design Level Design

2D Art Pixel Art AR Design

### ACHIEVEMENTS



#### Designing atmospheric environments

Designing video game environments that are capable of immersing the player farther into their gaming experience



#### Shaping player experiences

Collaborated with teams that were able to create stories that are enjoyed by a wide diverse audience while also having a rich player experience.