

Alexander Koeberl

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<https://www.heartisoulstudios.com> | <https://heart-ii-soul-studios.itch.io>

Skills:

- Game Dev: Unity, C#, Quality Assurance, Spreadsheets
- Project Management: Jira, Trello, Notion, GitHub
- 2D Software: InDesign, Figma
- Video Editing: Premiere Pro, Shotcut
- Languages: English, Spanish

Strengths:

- Leadership and Communication
- Adaptability and Reliability
- Team and Project Management

Leadership Roles:

- Professor Jr. for FUSE: 01/24 - 5/25
- IMI President: 05/24 - 5/25
- Fencing Club President: 05/24 - 5/25
- Fencing Club Coach: 08/22 - 5/25
- IMI Council VP: 05/23 - 05/24
- Fencing Club VP: 05/23 - 05/24
- IMI Social Chair: 09/22 - 05/23
- Fencing Club Secretary: 01/22 - 05/23

Accolades:

- Best Student Showcase MDEV 2024
- Project Showcase BostonFIG 2024
- Academic Excellence in Interactive Media
- Game published in Level 1 Anthology 2024
- Volition Design Award for Galactic Excellence
- Dean's List (eight consecutive semesters)
- Seal of Biliteracy awarded by AP College Board in August 2021
- ILCC Basset Certified

Education:

- Bradley University, Peoria, IL
- Masters in Game Design and Development in August 2025
- Bachelor's in Interactive Media

Projects:

- Eye of the Erime** | Creative Director, Systems & Puzzle Designer | 08/24 - Present
- Coordinated a team of 10 masters students with a 40 hour work week to simulate an indie studio
 - Collaborated in creating the entanglement system core gameplay mechanic and worked to develop puzzle element systems to support gameplay depth
 - Established internal puzzle logic and constructed over 10 puzzles

Chain Attraction | Lead Designer, Systems & Level Designer | 08/23 - Present

- Directed two other designers on a team of ten & oversaw level creation
- Built levels that tutorialized basic gameplay mechanics and explored mechanical depth to create challenges for the player
- Overhauled and streamlined the core gameplay loop post-graduation

SoulSync City | Creative Director, Systems & Level Designer | 08/23 - 06/24

- Won Best Student Showcase Award at MDEV 2024
- Led a team of 26 people to construct a movement shooter focused on unique traversal through the world
- Designed and iterated on the Kinetic Pistol to increase emergent and multiplicative gameplay

The Levees Were Dry | Team Lead, Creative Director, System Designer | 02/22 - 05/23

- Won the Volition Design Award for Galactic Excellence at the Bradley 2023 FUSE showcase
- Rapidly prototyped and iterated over a dozen versions of a strategy push-your-luck analog card game that was submitted to multiple contests

Work Experience:

Teacher Assistant | Bradley University | Peoria, IL | 08/22 - Present

- Guided and assisted students with C# programming issues and Unity development
- Improved communication and collaboration skills through assisting and mentoring dozens of students

Conference Associate | GDC | San Francisco, CA | 03/23 - 03/25

- Worked with hundreds of other staff members to bring the best experience possible to attendees
- Prepared & managed speaker sessions, badged attendees, & assisted staff members

Team Advisor | National Student Leadership Conference | Los Angeles, CA | 06/23 - 07/23

- Taught over 180 high schoolers game design basics such as rapid prototyping & Unity 2D
- Helped these high schoolers debug & program their first games ever made in Unity