










ALEX WAMSTEKER

Portfolio: <https://alexwammy.wixsite.com/website>






I am a highly experienced game designer with experience in all aspects of game design and the development cycle. My experience has involved leading collaboration and iteration on features, including systems and levels within the broader development team, including artists, programmers, QA, telemetry and production.

SKILLS & TECHNOLOGIES


-  Unity (3 Years)
-  Confluence (6 Years)
-  Jira (6 Years)
-  Lua (2 Years)
- C# (2 Years)
- Blueprints (3 Months)
-  Adobe Photoshop (9+ Years)
- SQL (1 Year)
-  Perforce (4 Years)
-  Bitbucket (2 Years)
-  Microsoft Excel (6+ Years)
-  Unreal Engine (2 Years)

EXPERIENCE

2021 - present: Game Designer at Frontier Developments

-  **Jurassic World Evolution 3** (*Management*)
 - Designing, documenting and reviewing levels and management features, including tech trees, economy, achievements, and telemetry
 - [Steam Page](#)
 - [Website](#)
-  **Planet Coaster 2** (*Management*)
 - Designing, documenting and overseeing management features including economy design, tech trees, guest behaviour, loans, advertising, guest behaviours and gameplay challenges
 - [Steam Page](#)
 - [Website](#)
-  **F1 Manager 2023** (*Simulation/Strategy/ Management*)
 - Driver commands, driver confidence and driver tactics
 - [Steam Page](#)
 - [Website](#)
-  **F1 Manager 2022** (*Simulation/Strategy/ Management*)
 - Race simulation research and balancing involving tyres, fuel, weather, tracks, DRS, ERS, slipstream, dirty air and driver commands
 - [Steam Page](#)
-  **Jurassic World Evolution 2** (*Management*)
 - Dinosaur behaviour research and balancing involving traits, diseases, injuries, associated tech trees, hunting and fighting
 - [Steam Page](#)
 - [Website](#)

2019 - 2021: Graduate Designer at Frontier Developments

-  **Elite Dangerous: Odyssey** (*Action/ MMORPG/ FPS/ Live Ops*)
 - Settlements, economies, items, item distribution, weapons, suits, AI interactive objects and 3Cs, including control schemes for PC, XBOX, DualShock, Oculus Rift and HOTAS
 - [Steam Page](#)
 - [Website](#)

EDUCATION

2025: [Datacamp.com](https://www.datacamp.com/certification/data-analyst) Certified Data Analyst Associate

2016 - 2019: Leeds Beckett University BSc (Hons) Game Design (1st)

Subjects studied included: Game Design, Game Development, 3D Modelling, Concept Art, Character Animation and Game Studies.