

Alexander Scrivner

Bristow, VA

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Professional Summary

Game Designer and 3D Artist experienced in gameplay systems, level design, UI implementation, and animation workflows across academic and independent projects. Cum Laude graduate from George Mason University with experience leading interdisciplinary teams through game jams, capstone projects, and studio-style development using Unity, Unreal Engine, and collaborative game development pipelines.

Experience

Medscape — Co-Designer & Lead Artist

Virginia Serious Game Institute / 4VA Initiative | 2025 – 2026

- Co-designed and led visual development for a puzzle-escape room game that simulates patient cases in curated virtual emergency rooms to support nursing education.
- Produced environmental art, UI assets, medically accurate interactive instruments, and visual direction in collaboration with university medical faculty from University of Virginia, Virginia Tech, and George Mason University during weekly sprints

Ricochet Games — Co-Founder, Lead Artist & Designer

2025 – Present

- Led gameplay design, art direction, and production coordination across multiple projects and game jams
- Developed gameplay systems, environmental storytelling, level layouts, VFX, sound design, and promotional media
- Managed interdisciplinary collaboration in fast-paced development environments

Steel Seraphim & GMU Drift — Game Designer, Artist & Audio Designer

Game Design Studio + Capstone Projects | 2024 – 2025

- Designed and produced gameplay systems, encounter flow, and level layouts using Unity
- Led production coordination across a 30-person multidisciplinary team over a 4-month development cycle focused on iterative design refinement
- Created UI systems, animation workflows, sound effects, and interactive audio assets

Selected Projects

- **Wane (2026)** — Puzzle-focused experience centered around environmental interaction, progression systems, and atmospheric presentation
- **Ripple (2026)** — Experimental multiplayer horror experience emphasizing atmosphere, cooperative tension, and stylized visual presentation
- **Stain: Fractured Palette (2026)** — Horror experience focused on encounter design and psychological tension

Skills

Game Development: Unity 6, Unreal Engine 5, GameMaker, Construct 3

Programming: C#, C++, C, Blueprint Visual Scripting

Art & Animation: 3ds Max, Blender, Maya, Adobe Photoshop, Illustrator, Premiere Pro, After Effects, Substance Painter

Audio & Media: FL Studio, Audacity, OBS

Production: GitHub, Source Tree, Github Desktop, Trello, Microsoft Office, Google Workspace, Figma, Obsidian

Education

George Mason University — Fairfax, VA

B.A. Computer Game Design, Minor in Animation

Graduated Cum Laude | Spring 2026

GPA: 3.6 | Dean's List

Relevant Coursework:

Game Design Studio I & II (GAME 310, 410), **Game Design Capstone** (GAME 490), Gameplay Scripting I (GAME 240), Applied Coding (GAME 140), Writing & Editing Music & Sound (GAME 367), Computer Game Platform Analysis & Lab (GAME 330/331), **Advanced Game Art & Animation** (GAME 398), **Digital Painting** (GAME 320), Computer Animation (GAME 231), **3D Experimental Animation** (AVT-383), 2D Experimental Animation (AVT-382), Illustration (AVT-327)

Awards & Leadership

- **2nd Place Winner** — Mason Korea Global Game Jam (2024)
- **Co-Founder of Ricochet Games**
- **Lead Artist and Designer** across multiple academic and independent productions
- **Tencent Game Merit Undergraduate Scholarship Recipient**