

Alex Vaucrosson

Narrative Designer

CONTACT

- ◆ **Cell:**
1-416-302-8089
- ◆ **Email:**
vaucrosa@sheridancollege.ca
- ◆ **Portfolio:**
avaucrosson.com
- ◆ **LinkedIn:**
linkedin.com/in/alexvaucrosson
- ◆ **Location:**
Oakville, Ontario

TOOLS

- ◆ Unity Engine
- ◆ Unreal Engine
- ◆ Microsoft Word
- ◆ Google Docs
- ◆ C# Programming

RELEVANT SKILLS

- ◆ Creative Writing
- ◆ Creative Problem Solving
- ◆ Group Facilitation
- ◆ Worldbuilding
- ◆ Clear Communication
- ◆ Collaborating
- ◆ Inclusivity
- ◆ Contingent Planning
- ◆ Feedback Evaluation

RELEVANT INTERESTS

- ◆ Divinity: Original Sin 2
- ◆ Dungeons and Dragons
Managed several campaigns
- ◆ Other TTRPGs
like Mage: The Asension
- ◆ Dragon Age
- ◆ Overcooked 2

PROFILE

Narrative Designer experienced with world building and crafting immersive stories with meaningful choices. Clear communicator with strong interpersonal skills and a passion for improving games.

RELEVANT PROJECTS

The Knight Arcanist - D&D 5E CUSTOM CLASS DOC 2017 - 2018

- ◆ Created 14 page document about a custom class designed to operate within *Dungeons and Dragons 5th Edition* system
- ◆ Class fulfills a unique role without undermining preexisting classes

Moral Currency - INTERACTIVE NARRATIVE GAME Spring 2018

- ◆ Adapted short story refined to utilize the interactive medium
- ◆ Immerses player into the protagonist's internal thoughts by utilizing linked keywords as they explore the core moral quandary
- ◆ Narrative focuses on developing the stakes and ultimately building up the player's climatic choice
- ◆ Tale consists of 3,000 words and 4 meaningful alternative endings

Chaos Surge - CO-OP/STRATEGY BOARD GAME Spring 2019

- ◆ Shortlisted by guest judges from Ubisoft during week long design challenge
- ◆ Analyzed *Legend of Zelda: Breath of the Wild* to design a board game around its core mechanic
- ◆ Evoked feeling of discovery by using roguelike elements and hidden information
- ◆ Incorporated gameplay mechanics that encourage cooperative play, accommodating games consisting of 2-4 player while maintaining engaging single player gamemode

ApoCatlypse - ARCADE/FPS/ALT CONTROLLER Fall 2018

- ◆ Iterated upon game pacing for flow state and functionality of alternative controls using feedback from playtests
- ◆ Managed a team of 6 and maintained realistic design goals, checkpoints, and contingencies
- ◆ Guided design process to ensure the full collaboration and engagement of a diverse team

EDUCATION

Honours Bachelor of Game Design 2017-2021

Sheridan College, Oakville, ON

3D Animation, College Diploma 2011-2012

Herzing College, Toronto, ON

Honours Academic Achievement Award