

Alana Ackley

Game Designer

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Portfolio: alanaackley.wixsite.com/gamedevportfolio

LinkedIn: <https://www.linkedin.com/in/alanaackleydigitalmedia/>

Skills:

- Project Management
- 3D Modeling (Mainly Props)
- UI Design
- Video Editing
- Programming C# | Scripting C++
- 2D Drawing and Crafts Artist

Tools:

- Unity/Unreal Game Engines
- Maya 2024/Blender 2025
- GitHub
- Filmora Studios 14
- Substance Painter 3D
- Discord

Experience:

ScreamScape Studios – *Killer Carnival*

July 2024 - Present

Lead Designer

- Communicate with mainly the Design team to make sure everyone is on track.
- Planned out, created, and decorated the level design of the Mirror Room.
- Created and implemented UI widgets with transitions, and UI Xbox Controls in Unreal.

Paw Print Productions – *Critter Resort*

July 2024 – December 2024

Lead Programmer

- Programmed core mechanics by implementing Unity code and working with UI development.
- Implemented the art assets into the level design and the UI.
- Setting up, managing, organizing, and fixing bugs in GitHub.

JACKAM – *RedHanded*

February 2024 – March 2024

Project Manager | Designer

- Communicated with the entire team to make sure everyone was on track.
- Created the Level layouts and was the 3D Model Designer for most of the props.
- Did the UI Implementations and coded all the transitions in Unity.

Education:

University of Central Florida – *3.97 GPA*

January 2023 – May 2025

Summa Cum Laude Academic Award

- Bachelor's of Arts in Digital Media, Game Design.

Valencia College – *4.0 GPA.*

August 2019 – December 2022

- A.A Associate's Degree.