

ALEXA O'BRIEN

DEVELOPER & DESIGNER

Passionate about all things development. Deep expertise across multiple toolsets and languages, with a nuanced and thoughtful understanding of design, mechanics, and the systems that drive them. Versatile and innovative crafter of bespoke user experiences.

EXPERIENCE

- 2023-, 2020-21** **MEDIA DESIGN SCHOOL**
LECTURER
Developed course content & assessments for a variety of papers. Lectured and directed workshops with large groups of students across theoretical & practical fields.
- 2021-23** **FISHER & PAYKEL TECHNOLOGIES**
SENIOR UNITY DEVELOPER
Designed, iterated, and implemented a full fitness product in Unity targeted at mobile, with a novel experience driven by custom hardware.
- 2019-20** **DELTALOCK STUDIOS**
CEO, DESIGNER & DEVELOPER
Led design & development on a novel indie title, secured commercial contracts for CES demonstrations with international partners, & managed a remote team.
- 2016-19** **PUREDEPTH, APTIV**
SOFTWARE DEVELOPER
Implemented innovative HMI content for proprietary 3D display technology. Assisted in leading significant projects & regular contributor to our IP portfolio.

EDUCATION

- 2015-16** **BSE IN GAME PROGRAMMING**
MEDIA DESIGN SCHOOL, GRADUATED 2016
Excelled at varied courses and led multi-disciplinary teams across a variety of projects. Our final project - GYROMAG was selected for the MDS Accelerator.

CONTACT

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EXPERTISE

UNITY



GODOT



DESIGN



PROGRAMMING



UNREAL

