

Alexandra Anderson

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PROFESSIONAL SUMMARY

MFA NYU Tisch graduate with experience prototyping immersive, emotionally coherent games, with a foundation in computer science, linguistics, and experimental storytelling. A creative game and narrative systems designer seeking an entry-level role where conceptual rigor and mechanics meet production pipelines.

EDUCATION

New York University, Tisch School of the Arts

October 2025

Master of Fine Arts in Game Design

Duke University, Trinity College of Arts and Sciences

May 2022

Bachelor of Arts Linguistics (Computer Science concentration) and Bachelor of Arts Philosophy

Coursework

- Computer Architecture, Code Lab, Data Structures & Algorithms, Experimental Interface Design, Level Design, Game Production Practicum, Visual Perception & the Brain, Interactive Graphics, Languages of the World.

RELEVANT PROJECTS, SKILLS, AND CERTIFICATES

Skills

- **Advanced:** Autodesk Maya, Unity, GameMaker, and Adobe Suite.
- **Intermediate:** HTML, Python, JavaScript, Java, C, C#, C++, CSS, MIPS, Git, Microsoft Office.
- **Intermediate** French.

Projects and Certificates

Thesis Project, New York University

- As a solo thesis, my objective was to show how books can be games by creating a choose-your-own-adventure game book. I designed a complex cave of time game narrative and mapped the choice structure in Miro: 3 overlapping character arcs, 30+ decision branches, 10+ complete playtests resulting in a 50,000+ word manuscript intended for publication.

A Critical Analysis of Teamfight Tactics and its Inspired Mechanics, Final MFA Research Paper

- An essay exploring how Teamfight Tactics connects the players to its design vision as it sets the standard and leads the way for the emerging auto-battle genre.

Legacy, Immersive Virtual Worlds, Duke

- Built an AR experience about legacy admissions to university using Autodesk Maya, Agisoft Metashape with photogrammetry, and Adobe Aero.

UN Scavenger Hunt, Designing for: The United Nations, New York University

- On a team of 3 with the United Nations as our client, we publicly tested and produced a scavenger hunt game.

Shodor Website Redesign, Hack Duke 2019

- Won First Place for Non-Profit Track with Shodor Website Redesign using HTML and JavaScript.

Professional Certificate, Computer Science for Game Development, Harvard University

- Explored 2D and 3D graphics, animation, sound, and collision detection using Unity, LOVE 2D, Lua, and C#.

WORK AND LEADERSHIP EXPERIENCE

Pet Supplies Plus, Assistant Manager

Summer 2023

- Keyholder and team leader, ensuring efficient and productive teamwork at Pet Supplies Plus.

Trading & Shipping Intern, BP

Summer 2021

- Developed tools, onboarded counterparties, and researched the Green and Blue Hydrogen market on the European Gas Origination team. Placed 1st in Trading Simulations. Collaborated with the BP Regulatory Affairs team on their publication tool, web home page creation, as well as tested service tools.

The Student Founders Program, Duke University

2018 - 2022

- Prototyped and pilot-tested a startup: A Virtual Novel app with Cognitive Behavioral Therapy for kids.

Project Edge, Entrepreneur Bootcamp, Duke University

2018 - 2020

- Directed an entrepreneurship SPRINT program, delivered workshops for rapid prototyping and 3D printing, and guided teams through business model development and pitch deck competitions.

Raleigh International, Tanzania

Summer 2019

- Led volunteer team in a remote village building bathrooms to improve health standards, educated schoolchildren about hygiene, and organized a Field Day, blending our cultures' games to build rapport within the community.