

Lexie Rooks

www.alexandrarooks.com

Game Designer

(703) 728-1055

alexandramrooks@gmail.com

www.linkedin.com/in/alexandrarooks

Work Experience

Night School - A Netflix Game Studio

Los Angeles, CA

Level Designer / Scripter

June 2022 – February 2025

- Designed immersive levels and gameplay sequences from concept through greybox to shippable quality.
- Adapted narrative scripts into a playable format using proprietary scripting tools in-engine.
- Positioned and animated 3D cameras to convey tone, clarity, and interest in story scenes.
- Worked in constant communication with writers and artists to maintain a cohesive vision.
- Prototyped out-of-the-box and unique gameplay experiments using existing design systems.
- Sought out feedback, both internally and through playtests, to iterate and enhance levels.

Robin Games

Los Angeles, CA

Game Designer

July 2021 – June 2022

- Designed gameplay features with specification documents detailing functionality.
- Created and implemented levels of varying difficulty on a daily release basis.
- Designed and implemented all 10 tutorial projects, which hold a 90%+ completion rate.
- Oversaw upcoming project calendar to ensure gameplay variety and theme consistency.

Jam City

San Francisco, CA

Associate Game Designer II

June 2020 – July 2021

- Used proprietary tools in Maya to layout characters, props, and cameras for levels.
- Wrote documentation for new processes and specifications for feature designs.
- Exchanged and implemented feedback within the Design team to ensure a best final product.
- Utilized passion for cinema and the HP Universe to create a magical player experience.

Pixelberry Studios

Mountain View, CA

DLC Tester

July 2019 – June 2020

- Reviewed scripts for grammar bugs, continuity issues, and logical coding errors.
- Prioritized and ran passes for multiple chapters on a weekly release schedule.
- Tuned the transitions, music, backgrounds, and story details for an enjoyable player experience.

Big Huge Games

Timonium-Lutherville, MD

Design Intern

January 2019 – April 2019

- Designed and implemented battle maps in Unity using proprietary tools.
- Wrote specification documents detailing player progression, economy, and UI.
- Balanced and implemented quests; descriptions, goals, and rewards.
- Designed, implemented, and scheduled all events that ran during Beta.

QA Tester

May 2018 – January 2019

- Wrote and completed test cases, documented issues, and ensured build stability.
- Established processes as a fundamental member of the Arcane Showdown QA team.

Lexie Rooks

www.alexandrarooks.com

Game Designer

(703) 728-1055

alexandramrooks@gmail.com

www.linkedin.com/in/alexandrarooks

Work Experience cont.

Bethesda Softworks

Rockville, MD

QA Tester

February 2015 – August 2015

- Certification Tester on *Wolfenstein: The Old Blood* and *Dishonored: Definitive Edition*.
- Designated progression tester for *Fallout 4*'s settlement and quest systems.

Shipped Titles

2015

Wolfenstein: The Old Blood

Bethesda Softworks

Dishonored: Definitive Edition

ZeniMax Media

The Evil Within: The Executioner

ZeniMax Media

Fallout 4

Bethesda Softworks

2019

DomiNations: The Space Age

Big Huge Games

2020

Arcane Showdown

Big Huge Games

Choices: Stories You Play

Pixelberry Studio

2021

Harry Potter: Hogwarts Mystery (Years 6 & 7)

Jam City

2022

Playhouse: An Interior Design Game

Robin Games

2023

Oxenfree II: Lost Signals

Night School Studio (Netflix)

Upcoming

Unannounced Project

Night School Studio (Netflix)

Softwares

Unity Engine

Unreal Engine

Maya

Google Suite

Atlassian Software (Jira, Confluence, Airtable)

GitHub

Perforce

Plastic

Organizations and Accolades

IGDA LA Member

GDC Conference Associate Alumni

Kotaku's 2023 Best Dressed List for The Game Awards

Los Angeles LGBT Center Volunteer

Education

Full Sail University

June 2017

Bachelor of Science in Game Design

Valedictorian

GPA 3.8