

Dr. Alexander Thumm Phd, B.Music Honours

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Key skills

- Skilled at complex game project design and execution
- Adapting to the changing needs of a creative project
- Breaking down tasks to communicate them clearly and simply to artists, programmers and students
- High level of research skills. Able to analyse and synthesise large amounts of information on game industry gameplay, art and narrative trends
- Planning and executing game design visions at both micro and macro levels
- Skilled in Unity and C# gameplay and game-structure programming
- Deep knowledge of Unity+Wwise audio integration
- Art direction: a keen eye for sourcing and communicating key reference materials, developing background fictions to flesh out art direction
- Game design, art and narrative expertise drawn from encyclopedic knowledge of game history

Summary

PhD in expressive musical game design, US patent holder in expressive musical gameplay technologies, founded my own game design studio and have planned, prototyped and pitched multi-year, multi-million-dollar game projects for PC and consoles to publishers around the world.

High level of game design knowledge from planning to execution. Have managed a small development team of around 10 people, guiding all areas including game structure, gameplay, musical composition, sound design, and art direction including environments, and characters all the way from concept drawings to 3D models and animation.

Career history

Director at Lamplight Forest

2016 – Present

Established my own game development studio, developed and pitched large-scale projects to publishers around the world

Key responsibilities

- As director and creative lead I've designed and developed prototypes, sourced and managed a team of freelance artists and programmers
- Acted as art director, game designer and writer on multiple projects, created and presented pitches and playable demos for multi-million-dollar projects to publishers around the world

Achievements

- Secured a US patent on musical-gameplay technology, based on my PhD research
- Have developed over 20 playable prototypes of highly unique games (which I personally designed and programmed). Have pitched several of these and received highly positive feedback from world-class publishers
- Have received advice and/or mentoring from a key figures in game community including Tony Lawrence (Mighty Kingdom), Tom Crago (Tantalus), and Ian Dallas (Giant Sparrow)
- Have presented talks and playable demos at international conferences in the US, Canada, UK and Australia, including at Unite LA and Montreal International Games Summit

Education

PhD in Expressive Musical Interaction in Video Games

from University of Adelaide (incl. 6 month visiting scholar position at University of Southern California's Game Innovation Lab, LA)

Graduated 2017

Received Australian Post Graduate Award Funding

Bachelor of Sonic Arts with First Class Honours

from University of Adelaide, Elder Conservatorium

Graduated 2013

4 time recipient of Elder Conservatorium Director's Award for Academic Excellence

Career history

Freelance Game Design Tutoring at Lamplight Forest

2018 – Present

Private tutor in game design, gameplay programming, Unity, C#

Key responsibilities

- One-to-one tutoring on the basics of game design including project-planning, iterative development and testing, awareness of entity-component style planning and execution
- Setting additional tasks to consolidate self-learning and an ongoing understanding of the fundamental principles demonstrated

Achievements

- Achieved rapid student progress from planning to prototype in a short time. Guided students towards their own understanding of self-directed iterative development and testing

Music Technology Tutoring at University of Adelaide, Elder Conservatorium

2015 – 2016

One-to-one tutoring, class tutoring and assessment grading

Key responsibilities

- One-to-one tutoring on music technology fundamentals, based on the needs of the student
- Class tutoring in musical technology fundamentals. Introducing basic concepts, leading classes through generating creative work and participating in group feedback. Grading online assessments

Interests

Games, Music (piano and guitar), Contemporary dance

References

Available upon request