Alexander Kevin Heese

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Summary

My journey in the gaming industry started 7 years ago, during my Computer Science studies, where I contributed to 'The Exiled' in both design and AI. Afterwards, I joined Grimlore Games as a Game Designer, playing a key role in shipping SpellForce 3 and successive series titles to PC and consoles. Currently, I am a Senior Game Designer for Titan Quest 2, taking charge of various design aspects and mentoring junior designers. In my free time, I engage in various other projects to enhance and hone my skills. As I'm proficient in programming in native languages, and am an expert in classical and visual scripting, I'm not only capable to effectively prototype, but can also design robust and extendable gameplay systems that enable a highly iterative workflow to achieve the desired player experiences. My ability to learn quickly allows me to adapt to new technologies and processes with ease. I am not afraid to sail ahead into uncharted waters – in fact I am excited for it!

Core Skills

Systems, Combat, AI Design	Self-Sufficient Prototyping	Unreal Engine 4/5
Technical Game Design	Iterative Design	Scripting
Game Feel & Controls	Leading Feature Teams	Version Control & Office Tools

Grimlore Games GmbH (THQ Nordic) // Game Designer (Junior – Senior)   Jun. 2017 - Present

Titan Quest 2 – Senior Game Designer – TBD

- Led interdisciplinary teams to produce high-fidelity combat abilities and related tools
- Produced multiple prototypes to help bring the game's combat vision to life
- Proposed, documented and assisted in implementation of new AI Systems with coders
- Developed vision and implementation goals for a modern ability system for ARPGs
- Mentored junior designers and onboarded them onto new tools

SpellForce 3: Reforced – Game Designer - 2021

- Implemented learnings and improvements from DLC to main game, resulting in a series that generated over $30,000,000 in revenue, attracting over 1 million players.
- Lead small team for new modes: "Journey" and "Arena", focused on cooperative gameplay in a multiplayer environment

SpellForce 3: Fallen God – Game Designer - 2020

- Designed new "Troll" faction and introduced new skirmish heroes within ability system
- Designed meta-progression system and ranked mode
- Designed and iterated upon certain key campaign missions focusing on difficulty and pacing
- Worked on competitive multiplayer with praise from notable RTS community members, such as Artosis and Grubby

SpellForce 3: Soul Harvest – Game Designer - 2019

- Iterated upon existing RTS systems, focusing on game feel, pace and more diverse gameplay
- Reworked existing factions to be unique in gameplay both for campaign and skirmish
- Designed new factions: Dwarves and Trolls, including unique units and skirmish heroes
- Gained full ownership over multiplayer, including analytics, post-release support and events
- Nominated for Best Game Design at DCP

SpellForce 3 – Junior Content Designer - 2017

- Iterated upon existing campaign designs and implemented them within AngelScript
- Shared ownership over multiplayer and skirmish modes

Education

2013 – 2017 University of Applied Sciences Darmstadt, B.Sc. in Dual System Computer Science

Bachelor's Thesis: Adaptive difficulty for AI in video games (German)