



Hey, my name is Kyler Alvey and I'm a Freshman studying Entertainment Arts & Engineering at the University of Utah. I'm an artist and lead designer for *Crowstone*, as well as the one who thought-up the ambitious idea. It's also the 3rd game I've worked on, but it's been the one that's taught me most; from 3d modeling to UV-wrapping, project management to tileable texturing.

I've been designing and conceptualizing games for as long as I can remember; I even gave a speech at my High School graduation about the importance of following your dreams where I brought up my own passion for game design. My first game was actually a fan-game for Markiplier called *Dream.exe* -- it has accumulated almost 6.4 million views on YouTube, 20,000 downloads, an average rating of 4.7 / 5, and even made it to the Top 25 games on Gamejolt.

In my free time, I also run a gaming channel on YouTube, called DecreeB, where I've posted hundreds of videos and gained almost 4,000 subscribers! Gaming is one of my huge passions, and is definitely my biggest weakness.

Working on *Crowstone* this last semester is easily one of the most thrilling, yet scary, things I've ever done, and one I would happily do again. Every member of our group is immensely talented in so many different ways; I'm glad to say I got to spend so much time with them.