NATHAN KIGHT || LEVEL DESIGNER

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SKILLS
- Gameplay Design
- Environmental Design
- Narrative Design
- Kitbashing
- Set Dressing
- Blueprinting
- Design Documentation
- Whiteboxing
- Prototyping
- Lighting
- Level Optimization

TOOLS
- Unreal Engine
- Maya
- Adobe Illustrator
- Adobe Photoshop
- Perforce
- Jira
- Unity
- Zoom

EDUCATION
FIEA
Masters of Science
Interactive Entertainment
Level Design Track
2020
GPA 3.8

UCF
Bachelors of Arts:
Creative Writing
2019
GPA 3.8

EXPERIENCE

Level Designer
True Mechanics | Glass Cat Studios | UE4 | Current
- Prototyped 20+ levels within the constraints of world, theme, puzzle mechanics, and equipment.
- Designed a responsive system that responds to player's speed in solving level challenges by either their total score or providing new challenges.
- Provided stress test data to technical team to refine and expand level creation toolkit.

Level Design Lead
Izcalli of the Wind | Axolotl Productions | UE4 | 2019-2020
- Developed fast paced hover board gameplay with a variety of different targeted experiences ranging from controlled skate park to roller caster.
- Created a scale balance between a monolithically massive Aztec inspired world and a normally sized person.
- Cooperated with the programming lead to design an adaptable obstacle system that communicates with C++ code.
- Mapped out the level design process for a 16 person team with the design lead.
- Closely worked with the art lead to develop the team's art assets for both hero pieces and modular assets.
- Provided and recieved critiques in regular peer reviewed sessions.

Level Designer
Isle of Bones | Personal Project | UE4 | 2020
- Plotted out multiple paths with differing rewards and challenges the player can take and conveyed them through a blend of lighting and shape language.
- Developed a third person gothic fantasy level focused on using a mixture of archery and teleportatin with Dark Souls inspired level design.
- Blended my personal blueprints with an asset pack's complicated mechanics and fixed some of its bugs while doing so.

Level Designer
Paradise | Personal Project | UE4 | 2020
- Melded a science fiction industrial and Victorian European interior aesthetics in a futuristic, dystopian FPS with narrative elements.
- Edited the materials of the two different styles to adapt some assets to a blend of the two styles in order to create overlap.
- Produced a lore pickup blueprint with editable features such as the title, text body, the widget style, and how many pages available to read.