NATHAN KIGHT
Level Designer

Contact
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Skills
- Gameplay Design
- Environmental Design
- Kitbashing
- Set Dressing
- Blueprinting
- Design Documentation
- Whiteboxing
- Prototyping
- Lighting
- Level Optimization

Tools
- Unreal Engine
- Maya
- Adobe Illustrator
- Perforce
- Jira
- Unity
- Zoom

Education
Masters of Science:
Level Design Track
2020
GPA 3.8
Florida Interactive
Entertainment
Academy

Bachelors of Arts:
Creative Writing
2019
University of Central
Florida

Achievements
- Eagle Scout

Experience

LEVEL DESIGN LEAD
Izcalli of the Wind | Axolotl Productions | UE4 | Dec. 2019 - Present
- Developed fast pace hover board gameplay with a variety of different targeted experiences ranging from controlled skate park to rollercoaster.
- Created a scale balance between a monolithically massive Aztec inspired world with 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 received critiques in regular peer reviewed sessions.

LEVEL DESIGNER
Isle of Bones | Personal Project | UE4 | Jan 2020 - May 2020
- Plotted out multiple paths with differing rewards and challenges the player can take and conveyed them through a blend of lighting and shapes.
- Developed a third person gothic fantasy level focused on using a mixture of archery and teleportation 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 | Jan 2020 - May 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 availabel to read.

LEVEL DESIGNER
Federal Law Enforcement | UE4 | Jan 2020 - May 2020
- Worked with two other level designers to design and set dress a 24 square block city for training federal law enforcement trainees in driving skills while under duress.
- Established set dressing standards to ensure consistent asset placement across the level.
- Identified and resolved frame rate issues caused from unoptimized materials, meshes, and blueprints for the client's specifications.