

BRANDON KIDWELL

CLASS: LEVEL DESIGNER

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EXPERIENCE POINTS

(UCF) Florida Interactive Entertainment Academy 2016 - Present
[Level Designer] - *Hollow* (Unreal Engine 4) Team of 18

- A 3D side-scrolling adventure game controlling two characters at once.
- Facilitated brainstorming of overall level layout, working with other level designers to refine and improve game-play through testing.
 - Conveyed original concept to team through illustration and 1 page designs focusing on building enthusiasm and momentum for artists and designers.

[Project Lead/Level Designer] - *Project Folklore* (Unreal Engine 4) Team of 15

- A VR game and research tool for studying empathy. Created in conjunction with a University of Florida researcher and subject matter expert (SME).
- Shaped the game world from concept to completion, implemented all lighting and polish.
 - Implemented all audio and cinematics to create context and pacing for players in a VR environment.

[Level Designer] - Personal Project *Snowflake* (Unreal Engine 4)

- A unique first person survival horror game experience.
- Scripted, designed, and built all game-play such as interactive puzzles, dynamic DoF, dynamic based sound detection, and cinematics.
 - Wrote narrative and used priming, conditioning, and staging within level to expose story and hint at puzzle solutions.

Independent Game Developer 2015 - Present
[Lead Game Designer] - *Cosmonaut* (Game Maker Studio) Team of 5

- Retro 2D horror game set in a derelict ship in deep space.
- Utilized Google sheets to create a simple tool to convey level layouts and changes.
 - Owned game flow and pacing by implementing encounters and challenges based on player feedback.
 - Handled the balance of tension, dis-empowerment, and isolation for the player experience.

C.A.S.T.L.E. Larp & Nero Larp 2008 - 2017 (10 yrs)
[Creative Director] - *Castle Larp 1.0, 1.5, AR*

- Fantasy live action role-playing game. Shipped 3 rulebooks on Amazon. First 7 years was a volunteer position.
- Spearheaded innovative ideas that challenged traditional LARP based on community feedback and study of systemic issues in the medium.
 - Created base outline for world, lore, and races while driving the world story with other writers in Castle Larp.
 - Balanced new systems and used 1 day play-tests to iterate on design.

MAX Technical Training 2014 - 2016 (3.5 Yrs)
[IT Support Specialist and Setup Technician]

- MAX is part of Inc 5000 and has been training IT professionals for nearly 20 years.
- Responsible for support and equipment of 30+ staff and anywhere from 5 to 50 adult students per week at multiple locations.
 - Maintained functional classrooms and quick setup by employing virtual machines through HyperV.

ACCOLADES

Achieved Top 3 in Game Design Document 2016 Shootout among 13th Generation students

Rapid Prototype Production Awards 13th Gen:

"Six Days Until Summer" Won Most Fun
"Snowmaniacs!" Nominated for Most Fun
"Dear Brother" Honorable Mention

EDUCATION

University of Central Florida - FIEA (2016 - 2017)
M.S. - Interactive Entertainment

University of Advancing Tech (2008 - 2013)
B.A. - Game Design

Live Oaks Cdc (2005 - 2007)
Digital Arts and Design Certification

SKILL POINTS

Engines

- Unreal 4
- Unity 5
- Game Maker
- Creation Kit

Code Languages

- Blueprints (UE4)
- C#

Design

- Level Design
- World Building
- Game Design
- 2D Illustration
- Cinematography
- Systems Design

Other

- Photoshop, Paint Tool SAI, Audacity, Windows Server, Hyper-V, JIRA, Confluence, Perforce, Office Suite, Evernote, Open Broadcaster, Slack



Art by Brandon Kidwell