

BRANDON KIDWELL

CLASS: LEVEL DESIGNER

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EXPERIENCE POINTS

Hollowed (Unreal 4) Jan 2017 - Oct 2017 Level Designer/Writer (Project Polish Productions/FIEA)

A 3D side-scrolling adventure game controlling two characters at once with a story reflecting on the stages of grief.

- Placed/created simplified geometry or reused assets to convey level layout
- Scripted narrative/action beats, collaborated with programmers and artists to polish areas I owned
- Performed play-testing with team and players to iterate on flow, narrative cognition, and improve gameplay

Project Folklore (Unreal 4) Jan 2017 - Apr 2017 Project Lead/Level Designer (FIEA)

A VR (Vive) game used as a research tool for evaluating how young children learn empathy. Created in conjunction with a University of Florida researcher.

- Lead a team of 15 interdisciplinary student game devs
- Planned milestones and acted as product manager for the clients vision
- Designed and built key locations to reflect the tone/emotion of the interactive characters
- Implemented audio system, cinematics, and character dialogue

Snowflake (Unreal 4) Jun 2017 - July 2017 Game Designer

A first person puzzle horror game.

- Built level with asset pack, created objects and textures for special props
- Coded, designed, and built all game-play such as interactive puzzles, dynamic DoF, dynamic based sound detection, and cinematics
- Created narrative that used visuals and audio within the environment that also provided hints/clues

Cosmonaut (Game Maker) Dec 2015 - Present Lead Game Designer/Writer (Neon Chasm LLC)

A retro 2D horror game set in a derelict ship deep in space.

- Handled the balance of tension, disempowerment, and isolation to maximize the horror experience
- Established core design for enemies, weapons, hazards, and player abilities
- Play-tested and iterated levels to adjust flow and tweak pacing for narrative/encounter beats

C.A.S.T.L.E. Larp 1.0, 1.5, AR Jan 2013 - Jan 2017 Creative Director/Writer (C.A.S.T.L.E., Inc)

Fantasy live action role-playing game set in the world of Valara. Shipped 3 rulebooks and 2 updates.

- Spearheaded innovative ideas that challenged traditional LARP based on community interest/feedback of systemic issues in the medium
- Oversaw system designs and cultural narrative for rulebooks, wrote sections for Core and Culture rulebooks
- Balanced/designed combat systems, rogue, warden, and warrior classes

Unreleased RPG for Xbox 360 Jun 2010 - May 2011 Game Design Intern (Pili Lele LLC)

NERO Larp Cincinnati Jan 2009 - Jan 2013

Volunteer Senior Quest Designer (NERO)

NERO Larp WAR Nov 2007 - Jan 2009

Volunteer Quest Designer (NERO)

SKILL POINTS

Engines

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

Design

- Level Design (RPG, FPS, TPS)
- Game Design (RPG, TPS)
- Narrative Design
- World Building
- Systems Design (RPG)

Code Languages

- Blueprints (UE4)
- C#
- Java
- XML/HTML

Other

- Maya
- 3DStudio Max
- Perforce
- Confluence
- JIRA
- Hansoft
- Adobe Suite

EDUCATION

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

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



Art by Brandon Kidwell