

# BRANDON KIDWELL

CLASS: GAME DESIGNER

KIDWELLGD@GMAIL.COM

KANASHIGD.COM

@KanashiGD

513-739-0047

## EXPERIENCE POINTS

### Madden Mobile 18

Dec 2017 - Present

#### Assistant Producer (Electronic Arts)

- Designed and implemented daily/weekly promotional content to drive player engagement, collaborated with multi-disciplinary team members
- Owned and improved the tournaments mode that was well-received by players, including item economy
- Assisted with technical design on QoL and implementation of game-play features for various systems that polished the game

### Hollowed (PC, Unreal 4) (Shipped 2018)

Jan 2017 - Oct 2017

#### Level Designer, Writer (Project Polish Productions/FIEA)

- Crafted and implemented impactful moments of the game such as the Anger Canyon and Acceptance Forest
- Pitched, designed, and documented the well-received Reveal mechanic, implemented its use in levels
- Wrote, directed, and co-implemented narrative beats throughout the entirety of the game

### Cosmonaut (PC, Game Maker) (Shipped 2018)

Dec 2015 - Present

#### Co-Founder, Game Designer (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

### C.A.S.T.L.E. Larp 1.0, 1.5, AR

Jan 2013 - Jan 2017

#### Lead Designer/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

### MAX Technical Training

Feb 2013 2013 - Apr 2016

#### IT Support Specialist & Setup Technician

### 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)

## Personal Projects

### Game Designer

- A Story of Ash - A Skyrim mod featuring a full quest with NPC and dungeon that combines narrative and environmental puzzles for the player to discover
- Snowflake - An Unreal 4 puzzle and thriller novella game that features a mysterious story and challenging puzzles in an eerie winter cabin.

## 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, Mobile)

### Code Languages

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

### Other

- Maya
- Perforce
- Confluence
- JIRA
- Hansoft
- Adobe Suite

## ACCOLADES

Hollowed was nominated for:

- Best Student Game - The Game Awards 2017
- Competitor - Intel University Games Showcase 2018

## EDUCATION

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

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