Kevin Chandler

Game Designer

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Kevin Chandler LinkedIn

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Skills

Game Design
Gameplay Programming
Level Design
Tool Creation
Project Management Tools
Technical Art

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Unreal

Blueprinting
Gameplay Ability System
Level Design Tools
Animation Blueprints
Material Creation
C++

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Software

Unreal Engine 5
Unreal Engine 4
Unity3D
 C#
Visual Studio
Blender
Monodevelop
Git
XCode
Jira
Android Build Tools
Photoshop
Mixamo
Figma
Miro
Adobe XD
Adobe Premiere
Microsoft Office
Perforce
TortoiseSVN

Experience

SENIOR TECHNICAL GAME DESIGNER ● DISRUPTIVE GAMES

FEBRUARY 2023 - PRESENT ● *UNANNOUNCED PROJECT*

• Designed and created a performant damage system that works with multiplayer in mind and shows realistic damage at the point of impact

• Created a dynamic weather system that would change the gameplay in the environment dynamically

• Designed and prototyped a one-of-a-kind health system with associated HUD elements

• Designed a performant destructibles system that allowed for large destroyable forests in a multiplayer map

• Designed movement mechanics for the project

• Used the Unreal Gameplay Ability System to create effects and abilities for the project

• Worked simultaneously with several cross disciplinary teams to cover features that fell between strike teams

• Created tools for designers to use for a number of systems

• Helped train designers in best practices for Blueprint scripting for the project

SENIOR GAME DESIGNER/MANAGER: LEVEL DESIGN ● LEVEL-EX

AUGUST 2021 - FEBRUARY 2023

• Grew the company's new level design department from two level designers to a highly skilled team of eight

• Led several prototyping teams of designers, artists and programmers to create quick demos to sell ideas to clients

• Used game mechanics to create medical simulation experiences played on mobile and web using the Unity 3D engine VIDEO

• Designed interactions and gameplay to translate real world surgical procedures to something playable by the layman on a PC or touch screen

• Created interactive experiences that could be played by multiple participants at the same time in the same session

• Paired game design and instructional design to teach the user medical knowledge

•Worked closely with doctors to translate the complexities of their procedures into games that respected the complexities of their work but was playable by a novice

• Worked closely with clients, artists, producers and programmers to create a product meeting the needs of the client

Education

Master of Interactive Technology
Digital Game Development
Guildhall at SMU

Bachelor of Arts
Journalism
Baylor University

LEAD DESIGNER • NONPAREIL INSTITUTE

MARCH 2014 – AUGUST 2021

• Released three games on Steam and mobile using Unreal Engine 4 as lead designer and lead programmer for student teams

• Designed a VR movement control scheme that minimized the effects of motion sickness in the game *Light of Mine*

• Made tools using C++ and Blueprinting to help the designers implement game content faster such as a cinematic system that can build cutscenes using only a spreadsheet

• Functioned as the bridge between clients and the design team, turning specifications into tasks for an agile development plan

• Constructed over 30 gameplay spaces for 6 different games.

• Wrote training materials to teach over 100 incoming level designers to make levels from whitebox to RTM using Unreal Engine 4

GAME DESIGNER • HAIL STUDIOS

FEBRUARY 2013 – JUNE 2014 • *CLOCKWORK DAMAGE*

• Designed a top down twin stick shooter with RPG elements for mobile devices

• Designed and built three levels for this game using Unreal Engine 3

• Wrote a companion comic book that functioned as the game's cutscenes

LEVEL DESIGNER • EGOWALL.COM

JUNE 2011 – JUNE 2013

• Built a3D user interface for a social networking website made in Unity3D

• Worked closely with the game designer to create and document game systems

• Managed the company's quality assurance team

WORLD DESIGNER • BIOWARE AUSTIN

JANUARY 2010 – JANUARY 2011 • *STAR WARS:THE OLD REPUBLIC*

• Using the Hero Engine, designed and scripted quests and combat encounters that could be played by millions of concurrent users

• Created several systems for the game such as a game boundary system and a way to animate a swarm of spaceships

• Collaborated closely with writers to revise quest content