# Kevin Kim

**Level & Combat Designer**

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## Skills

**Level Editors**
*Unreal Editor 4*
*IDtech (Doom)*
*Unity*
*Radiant (Call of Duty 4)*
*CryEngine (Crysis 2)*
*Creation Kit (Skyrim)*
*Hammer (Half-life 2)*

**Scripting**
*Blueprint*
*Hammer*
*C#*
*Lua*

**Tools**
*Photoshop*
*3DS Max*
*Perforce*
*Maya*
*Substance*
*Jira*

## WORK EXPERIENCE

**Twisted Pixel Games** | Austin, Texas                    September 2020 - Present
*Senior Level Designer* - Unannounced UE4 VR First Person Shooter
- Designed multiple single player levels
- Blocked out and iterated multiple 2v2 arena maps

**Army Games Studio** | Huntsville, Alabama                    November 2019 - August 2020
*Senior Level Designer* - Unannounced UE4 Third Person Shooter
- Co-Designed the primary game rules and mechanics for the feature game mode
- Co-Designed a 1km^2 urban map with interior playspaces for the feature game mode
- Blocked out and iterate multiple 4v4 skirmish maps
- Co-Designed a modular static mesh system with the environment team for placeholder purposes
- Designed a heatmap system to track player behavior in the map for designer review out of game

**Rooster Teeth Productions** | Austin, Texas          January 2017- November 2019
*Level Designer* - Vicious Circle
- Worked with the team to release a game in 10 months from prototype to gold
- Created 3 levels from paper to block out to polish
- Co-Designed a 4th level cleaning up collision on assets and improving game flow throughout the map
- Co-Designed a modular static mesh system that became the base system for environment artists to use as a framework for our tilesets

- Integrated vfx, audio, and animation from the team into the game through blueprints
- Designed weapons and skills for prototype play
- Supported the systems designer by providing feedback on weapons balance in regards to level design

**Escalation Studios** | Dallas, Texas                    May 2016 – August 2016
*Systems Designer* - Fallout 4 VR
- Co-Designed the controls and UI for the Pipboy and build menu on the HTC Vive

*Level Designer* - Doom
- Boosted community map development and engagement for Snap Maps through community engagement
- Selected maps from the community for feature spotlight

## Education
**Southern Methodist University Guildhall** | Plano, Texas          December 2016
*Masters of Interactive Technology in Digital Game Development*, Level Design

**University of Wisconsin - Parkside** | Kenosha, Wisconsin          December 2006
*Bachelors of Science*, Criminal Justice Administration