



MICHAEL KISSINGER

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SKILLS

- **Gameplay Design:** Proficient in creating comprehensive design documentation for gameplay systems and
- **Level Design:** Experienced in crafting engaging and immersive levels, including blockouts, flow, and
- **Systems Design:** Skilled in designing and implementing gameplay systems and mechanics to enhance play
- **Unreal Engine:** Expertise in utilizing the Unreal Engine (UE4 and UE3) for game development, includin
- **Blueprint Scripting:** Proficient in using UE4 Blueprint to create gameplay systems, objectives, and t
- **Level Editors:** Skilled in using level editors such as Unreal Editor to create and optimize game envi
- **Design Documentation:** Experienced in creating detailed design documents to communicate ideas, concep
- **Workflow Optimization:** Capable of developing tools, scripts, and systems to streamline development p

PROFESSIONAL SUMMARY

Experienced Level/Senior Systems Designer with a genuine passion for the video game industry, boasting 6 years of notable accomplishments. Proficient in designing and implementing gameplay systems, designer tools, and level design utilizing the Unreal Engine. Feel free to reach out to me at Dragon_Fel@Live.com or 775-762-3653.

Key Highlights:

Gameplay Design: Adept at developing comprehensive design documentation for gameplay and objective systems, specializing in UE4 Blueprint implementation.

Contracted Level Designer: Successfully contracted for the creation of a survival version of an award-winning map for Killing Floor's Objective Map contest. Demonstrated exceptional skills in adapting existing content for new gameplay modes.

Killing Floor 1 (PC) UE2 Roles: Collaborated as a Contracted Level Designer to create an impressive objective map for Killing Floor 1, which was prominently featured in the Halloween update.

Additional Strengths:

Excellent teamwork and communication skills, fostering seamless collaboration with multidisciplinary teams and effectively leading design efforts.

Strong problem-solving abilities, proficient in identifying and resolving design and technical issues to ensure the delivery of top-quality gameplay experiences.

Detail-oriented and dedicated to crafting immersive and engaging levels, prioritizing player experience and satisfaction.

Proactive and adaptable, thriving in fast-paced and dynamic environments while consistently meeting project deadlines.

A well-rounded Game Developer proficient in all aspects of Unreal Engine game production, adept at navigating complex demands across departments. Demonstrated success in enhancing games through innovative strategies.

Creative and accomplished Game Designer skilled in creating captivating game environments enriched with engaging art, quests, and environmental designs. Experienced in effectively managing design, programming, and testing teams to achieve project goals. Focused on delivering user-friendly and enjoyable video game experiences.

Talented Level Designer with a strong track record of producing successful games that have garnered positive user reviews. Well-versed in game design, testing, and deployment methods, ensuring adherence to production timelines and quality standards. Proficient in project management and effective team leadership.

EXPERIENCE

• Tripwire Interactive

January 2015 - Current

Level Designer / Technical Level Designer

Collaborated with a talented team at Tripwire Interactive, contributing to the design and

development of captivating levels using the Unreal Engine.

Created and iterated on level layouts, ensuring compelling gameplay flow, player engagement, and adherence to project requirements.

Designed and implemented core gameplay systems, mechanics, and interactive elements to enhance player experiences.

Collaborated with artists, programmers, and other team members to integrate gameplay features, assets, and visual effects into the levels.

Conducted playtesting sessions and gather feedback to identify areas for improvement and optimize level design elements accordingly.

Optimized levels for performance and ensure proper balancing of difficulty, pacing, and progression.

Created detailed level design documentation, including diagrams, sketches, and written guidelines, to communicate design concepts effectively.

Provided support and guidance to junior level designers, offering mentorship and sharing best practices in level design.

Stayed updated on industry trends, emerging technologies, and advancements in level design techniques to continuously improve skills and contribute innovative ideas.

Dragon Fire Games

January 2013 - January 2014

Lead Designer / Owner

Led a team of designers in the creation of compelling levels and engaging gameplay experiences using the Unreal 3 Engine.

Oversaw the entire development process, including concept ideation, prototyping, asset integration, and playtesting.

Established and maintained a clear vision for the game's level design, ensuring alignment with the overall game design and target audience.

Conducted regular design reviews and provided constructive feedback to team members, fostering a collaborative and iterative design process.

Managed project timelines, milestones, and resources, ensuring timely delivery of high-quality level design assets.

Worked closely with artists, programmers, and sound designers to integrate assets and gameplay features into the levels seamlessly.

Conducted market research and analyzed player feedback to identify areas for improvement and drive gameplay enhancements.

Tripwire Interactive

Contracted Level Designer

January 2015

Collaborated closely with Tripwire Interactive to transform an objective map into a thrilling survival map, showcasing adaptability and skill in meeting project requirements.

Designed and implemented new gameplay elements and mechanics, while ensuring a seamless transition from the original objective map.

Tripwire Interactive

Contracted Level Designer

January 2013

Contracted by Tripwire Interactive to design and develop an objective map for their new game mode, demonstrating proficiency in level design and delivering on project objectives.

Additional Experience:

Assumed the roles of Addendum and Technical Level Designer, creating comprehensive design documentation and implementing systems using blueprints.

Contributed to the gameplay experience by designing and constructing level blockouts and test maps, ensuring high-quality and enjoyable gameplay for users.

Collaborated with multidisciplinary teams, including artists, programmers, and sound designers,

to integrate assets and gameplay features into the levels effectively.

PROJECTS

Current Unannounced Product

Roles: Senior Technical Level Designer

Responsible for creating design documentation and implementing gameplay systems and tools to enhance level designers' workflow.

Developed systems and incorporated them into the levels, while also creating blockouts for maps.

Maneater DLC UE4

Roles: Technical Level Designer

Led the creation of in-world objective systems and managed objective placement/setup and in-world AI spawning.

Produced design documents for the systems created and utilized them in test maps.

Leveraged existing systems from the base game to streamline workflow.

Maneater UE4

Roles: Principal Level Designer, Technical Level Designer

Stepped in as the Principal Level Designer and assumed responsibilities for level design, objective setup, AI spawning, and gameplay setup.

Acted as the project's main point of contact and oversaw a team member in charge of blockout areas.

Created design documentation for the systems implemented, including test maps to validate concepts.

Developed workflow-enhancing systems, such as a one-button press system for placing light actors throughout the map, and randomly generated detail systems to expedite the creation of gameplay areas.

Killing Floor Incursion UE4

Roles: Level Designer, Systems Designer

Generated design documents and created blocked-out levels for Killing Floor Incursion.

Implemented objectives and spawning using UE4 Blueprint.

Pitched and developed the Holdout game mode, collaborating with multiple team members to release it with the game's launch.

Killing Floor 2 UE3

Roles: Level Designer

Designed multiple levels for Killing Floor 2, creating corresponding design documents.

Established the overall level layout, game flow, and in-world systems, including objective setups using Kismet.

Ukrainian Ninja (PC) UE3

Roles: Lead Designer

Led a small team of four individuals in developing the game Ukrainian Ninja.

Designed levels, created level AI actors, and implemented world gameplay systems.

Published the game on Steam, receiving mixed reviews.

Killing Floor 2 UE3

Roles: Contracted Level Designer

Contracted to develop a survival version of a map that won first place in Killing Floor's Objective Map contest.

Killing Floor 1 (PC) UE2

Roles: Contracted Level Designer

Contracted to design and create an objective map for Killing Floor 1, which was featured in the Halloween update.

EDUCATION

A.A - Musical

January 2014

Truckee Meadows Community College

Earned degree while concurrently undertaking contracted Level Design work for Tripwire Interactive, displaying strong multitasking abilities.

REFERENCES

References Available upon request

