

Kevin Patel

Game Designer

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SUMMARY

Highly motivated and innovative game designer with over 3 years of hands-on experience working with C++ and Blueprints to create immersive, dynamic gameplay experiences. Proven track record of designing and implementing engaging gameplay systems, mechanics, and features that enhance player interaction and a strong background in Unreal Engine

SKILLS

- **Technical:** Unreal Engine Blueprints, Unreal Engine Networking, Troubleshooting, Agile Development
- **Software:** Unreal Engine, Jira & Confluence, Perforce, Visual Studio, Sublime Text
- **Hard Skills:** Visual Scripting, Multiplayer Programming, GaaS, MS Office Suite, GAS

EXPERIENCE

Game Designer

July 2023 - January 2024

Zygobot Studio- Orlando, Florida

- Designed and implemented a real-time multiplayer scoreboard system, improving player engagement and competitive dynamics.
- Designed and implemented the multiplayer kill feed system enhancing gameplay communication and player awareness in online multiplayer matches using UMG and Blueprints
- Developed a flexible system for customizing match settings, allowing players to tailor their gameplay experience.

Game Designer

August 2023 - December 2023

Sluggerpunk Studio- Remote

- Enhanced enemy movement with A* Pathfinding improving enemy encounters, combat systems, and gameplay fluidity by 10%
- Accomplished a robust save system utilizing JSON files capable of storing up to 100 varied values
- Created a dynamic playlist system allowing players to unlock and play custom theme songs
- Organized routine playtesting to gather user-based data to improve the game

System Designer

January 2023 - August 2023

CelleC Games- Orlando, Florida

- Designed a modular event triggering cutscene system to enhance overall narrative experience, decreasing development time by 15%
- Developed a journal system for efficient tracking and organization of player-acquired collectibles while providing goal-based progression
- Utilized feedback driven data and interactive testing to pinpoint and rectify performance bottlenecks, gameplay, disparities and user experience concerns
- Collaborated with the SFX team to implement gameplay and UI based audio

PERSONAL PROJECT

Food Truck Frenzy

Present

- Utilized the Gameplay Ability System (GAS) to design and implement five unique player abilities
- Designed and implemented 10 gameplay attributes, enabling players to upgrade and enhance their abilities
- Utilized Gameplay Cues to deliver visual feedback to players upon ability activation

EDUCATION

Master of Science in Game Design (M.S.)

December 2023

Full Sail University, GPA: 3.96/4

Bachelors of Science in Game Design (B.S.)

November 2022

Full Sail University, GPA: 3.9/4