





# PAUL SATURNO

GAME DESIGNER — FOCUS IN LEVEL DESIGN

## CONTACT INFO

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## EDUCATION

Bachelor's degree  
University of Central Florida  
Digital Media (Video Game Design)  
2023- Current

Bachelor's degree  
University of Central Florida  
Integrated Business  
2018-2022

## TECHNICAL SKILLS

Level Design, Blueprints  
Unity, Unreal Engine  
Github, Jira, Teams  
Figma, Photoshop  
Microsoft Office

## ADDITIONAL EXPERIENCE

Production Intern  
UCF Athletics (Baseball)  
Spring 2025  
URJ Mitzvah Corps  
60-80 hours of volunteering  
Summer 2016

## PROFESSIONAL OVERVIEW

Creative and detail-oriented Level Designer with hands-on experience designing engaging 2D and 3D game environments using Unity and Unreal Engine. Skilled in scene construction, player flow, gameplay balance, and technical implementation using tools like C#, Blueprints, and NavMesh. Passionate about crafting memorable player experiences through thoughtful layout, iteration, and visual storytelling. Eager to contribute to collaborative game development teams and continue growing as a designer in the industry.

## PROFESSIONAL EXPERIENCE

**Bootlegger Bust** (Unreal Engine, FPS Level) – April 2025  
*First-person shooter level set in a Prohibition-era environment*

- Designed and built a complete FPS level using Unreal Engine
- Utilized modular design techniques and Blueprints for layout and gameplay

**Milo and the Mystic Realms** (Unity, 3D Platformer) – April 2025  
*A whimsical 3D platformer with light combat and exploration*

- Designed an entire water themed scene for the game
- Focused on platforming, flow, exploration, and visual theming

**Curse of the Crypt** (Unity, 3D Stealth Game) – March 2025  
*A 3D stealth game where the player must steal an item and escape an enemy using NavMesh AI*

- Created stealth-focused 3D level layouts
- Implemented NavMesh navigation and scene design in Unity

**Knightline Combat** (Unity, 2D) – February 2025  
*A UCF-themed version of the Atari game "Tanks"*

- Designed competitive 2D levels inspired by Atari's "Tanks"
- Balanced gameplay spaces and implemented level layouts in Unity