PAUL SATURNO
GAME DESIGNER — FOCUS IN LEVEL DESIGN

CONTACT INFO

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💼 Portfolio

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