PAUL SATURNO
GAME DESIGNER — FOCUS IN LEVEL DESIGN

CONTACT INFO

- 813-528-5944
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- LinkedIn
- Portfolio

EDUCATION

Bachelor's degree
University of Central Florida
Digital Media (Video Game Design)
2023- 2026

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

TECHNICAL SKILLS

Unity, Unreal Engine 5

Level Design, Blueprints

Github, Jira, Teams

Figma, Photoshop

ADDITIONAL EXPERIENCE

Production Intern
UCF Athletics (Baseball)
Spring 2025

URJ Mitzvah Corps
60-80 hours of volunteering
Summer 2016

HOBBIES AND INTERESTS

Passionate sports fan, both college and professional

Enthusiastic gamer and creator, with a love for both playing and designing video games

PROFESSIONAL OVERVIEW

Creative and detail-oriented Game Designer with hands-on experience designing engaging 2D and 3D experiences in Unity and Unreal Engine. Skilled in gameplay systems, player flow, balance, and technical implementation using tools like Blueprints. Experienced in building immersive environments and levels that support mechanics and narrative while enhancing overall player experience. Passionate about exploring a wide range of genres—from fast-paced action to sports games—and dedicated to crafting mechanics and experiences that resonate with diverse audiences. Eager to contribute to collaborative development teams and continue growing as a versatile designer in the industry.

PROFESSIONAL EXPERIENCE

Carnage (Unity, Mobile Game) August 2025 – Current
Arcade style car crashing game
- Designing core gameplay systems, including crash physics
- Leading level design, testing, and iteration to create an engaging 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