

# Paul Saturno

## Level Designer

[Portfolio](#) • [LinkedIn](#) • [paulsaturno33@gmail.com](mailto:paulsaturno33@gmail.com) • 813-528-5944

## Professional Experience

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### Level Designer | *Sentinel Games* | *S.O.R.N* | *Unreal Engine 5* | *August 2025 – Current*

- Designed and blocked out monolith-scale combat zones and points of interest from concept to final build
- Crafted level spaces using framing, sightlines, and spatial composition to guide player navigation
- Tested and iterated on encounter layouts and traversal paths to maintain balanced pacing and engaging flow

### Level Designer | *Rust in Pieces, LLC* | *Carnage* | *Unity 6* | *August 2025 – December 2025*

- Tested and iterated levels to ensure each run felt unpredictable and replayable
- Adjusted procedural generation of hazards, vehicles, and interactive objects to keep gameplay varied
- Designed city layouts and traffic patterns to maximize dynamic crashes and player interactions with obstacles

### Level Designer | *Bootlegger Games* | *Bootlegger Bust* | *Unreal Engine 5* | *January 2025 – April 2025*

- Designed and built an FPS warehouse level focusing on flow, player sightlines, and engagements
- Iterated combat encounters and level layout through playtesting to balance pacing and difficulty
- Implemented a modular kit to set dress the level in a way that was functional but also maintained clarity

### Baseball Production Assistant | *UCF* | *January 2025 - April 2025*

- Assisted in the production of live baseball broadcasts, including camera setup and operation
- Coordinated with production team to ensure smooth game-day operations
- Managed footage organization and assisted with highlight reels

### Legal Assistant | *Phelps Dunbar LLP* | *July 2022- July 2023*

- Prepared and organized legal documents for attorneys, ensuring accuracy and compliance
- Assisted with client communications, scheduling and case management
- Conducted legal research and compiled summaries to support ongoing cases

## Skills and Tools

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Unreal Engine 5 • Unity 5/6 • Github • Miro • Level Design • Blockouts • Encounter Design • Playtesting & Iteration

## Education

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**Bachelor of Arts, Digital Media – Video Game Design** | *University of Central Florida* | *May 2023 – May 2026*

**Bachelor of Science, Business Administration** | *University of Central Florida* | *August 2018 – May 2022*