

PAUL SATURNO

LEVEL DESIGNER

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SKILLS

Level Design, Greyboxing
Kitbashing, Set Dressing
Visual Scripting, Playtesting
Documentation, Basic C#

TOOLS

Unity 5/6, Unreal Engine 5
Geometry Script, BSP
Blueprints, MipUI, Miro
Github, Jira, Photoshop

EDUCATION

University of Central Florida
Bachelor of Art
Digital Media
May 2026

University of Central Florida
Bachelor of Science
Business Administration
May 2022

HOBBIES/INTERESTS

Passionate sports fan, both
college and professional

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

Avid golfer who enjoys the
challenge the game brings

PROJECTS AND PROFESSIONAL EXPERIENCE

Sentinel Games | S.O.R.N | Lead Level Designer | August 2025 - Current
(Unreal Engine, 3rd Person Mech Shooter)

- Designed and blocked out large-scale combat areas and POI's
- Iterated on encounter design and traversal layouts
- Collaborated with artists to ensure visual cohesion and gameplay clarity

Rust in Pieces, LLC | Carnage | Lead Level Designer | August 2025 – Current
(Unity, Mobile Game)

- Designing core gameplay systems, including crash physics
- Leading level design, testing, and iteration to create an engaging experience
- Balanced mechanics and gameplay loop to enhance player satisfaction

Bootlegger Bust | Level Designer | January 2025 – April 2025
(Unreal Engine, FPS Level)

- Designed and built a complete FPS level using Unreal Engine
- Utilized modular design techniques and Blueprints for layout and gameplay
- Balanced combat flow, sightlines, and pacing through playtesting

UCF | Baseball Production Intern | March 2025 - April 2025

- Operated the live score bug system during games to update real-time events
- Collaborated with the production team to ensure accurate, on-time scoreboard changes
- Maintained broadcast consistency under live conditions

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

- Assisted attorneys in preparing legal documents and case files
- Managed client correspondence, scheduled mediations, and maintained organized records for active cases
- Added various events to calendars, assisted with billing cycles, and collaborated with peers on other administrative tasks