

PAUL SATURNO

LEVEL DESIGNER

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SKILLS

Level Design, Greyboxing
Kitbashing, Set Dressing
Visual Scripting

TOOLS

Unity 5/6, Unreal Engine 5
Blueprints, CubeGrid
Miro, 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)

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

UCF | Baseball Production Intern | March 2025 - April 2025

- Maintained broadcast consistency under live conditions
- 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

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

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

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