

Paul Saturno

Level Designer

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Professional Experience

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
- Applied level design principles such as framing, sightlines, and pacing to guide players through the levels
- 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

Unreal Engine 5 • Unity 5/6 • Miro • Github • Photoshop • Level Design • Blockouts • Kitbashing • Setdressing

Education

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