



# ALAINA KAISER

## GAME DESIGNER



TONGANOXIE / KANSAS / U.S.



## CONTACT



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[LinkedIn](#)



[Portfolio](#)

## EDUCATION

JUNE 2023 - JUNE 2024

**MASTER OF SCIENCE | GAME DESIGN**

*Full Sail University | Winter Park, FL*

FEB. 2021 - JUNE 2023

**BACHELOR OF SCIENCE | GAME DESIGN**

*Full Sail University | Winter Park, FL*

## HARD SKILLS

- Unreal Engine (UE4 | UE5)
- Confluence
- Jira
- Helix Visual Client (P4V | Perforce)
- Google Suite and Admin
- Microsoft Office Suite

## SOFT SKILLS

- Leadership
- Collaboration
- Time-Management
- Communication
- Creativity
- Adaptability
- Problem-Solving
- Detailed

## EXPERIENCE

APR. 2023 - ONGOING

**FALLEN FRONTIER**

*Full Waffle Studio / Associate Producer*

- Organizing and creating comprehensive documentation
- Assisted in onboarding new members joining the team
- Created an updated GDD

## PROJECTS

JAN. 2023 - MAY 2023

**WHACK SPARROW**

*Thingy-Mabob Studio / Technical and Level Designer, Producer*

- Primary manager for Confluence (GDD) and Jira documentation as well as meetings
- Created wall climb, slide, grapple hook, collectibles, collect puzzle, journal, objectives, dynamic camera system, several proto-levels (one final), modular designer props, and more
- Created the itch.io page, shipping build, and ended the sprint
- Collaborated with game artists for a total of 10 members

SEP. 2022 - OCT. 2022

**PLATFORMER AND FPS (MINI PROJECTS)**

*Team Thwomp / Game and Co-Level Designer*

- Created collectible coins, checkpoint system, killzone, spike trap, turret, and falling block
- Playtested and remade levels for playability

FEB. 2022 - APR. 2022

**ADVENTURE BLOCKMESH**

*Team Garnet / Lead Level Designer*

- Lead a team of six level designers
- Coordinated level transitions
- Managed Perforce depot files
- Communicated deadlines
- Created several iterations of a blockmesh level
- Used PureRef for reference image collages