



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

ABOUT ME

Welcome to my profile! I'm Alaina Kaiser, an ambitious IT Assistant and Game Designer from Tonganoxie, Kansas. After receiving my bachelor's in Game Design, I'm now pursuing my master's in Game Design at Full Sail University. I'll graduate on June 26, 2024.

EXPERIENCE

APR. 2023 - ONGOING

FALLEN FRONTIER

Full Waffle Studio / Associate Producer

- Organizing and creating comprehensive documentation
- Onboarding of new members joining the team

PROJECTS

JAN. 2023 - MAY 2023

WHACK SPARROW

Thingy-Mabob Studios / Technical and Level Designer, Producer

- Primary manager for Confluence 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

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