



Alaina Grace Lalnunkimi Kaiser

Game Designer

CONTACT

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ABOUT ME

Hi, my name is Alaina Kaiser!

I'm an IT Assistant and Game Designer from Tonganoxie, Kansas. I currently attend Full Sail University, where I will be graduating with my bachelor's degree in game design.



SKILLS

- ❖ Unreal Engine (UE4, UE5) ★★★
- ❖ Unity ★☆☆
- ❖ Blender ★☆☆
- ❖ Maya ★☆☆
- ❖ Perforce ★★☆☆
- ❖ Confluence ★★★
- ❖ Jira ★★☆☆
- ❖ GitHub ★☆☆
- ❖ HTML ★★☆☆
- ❖ CSS ★★☆☆
- ❖ Visual Studio Code ★★☆☆
- ❖ Google Suite and Admin ★★★
- ❖ Microsoft Office Suite ★★★
- ❖ Typing speed of 100wmp ☑

Beginner ★☆☆ Intermediate ★★☆☆

Advanced ★★★ Not Applicable ☑

EDUCATION

BACHELOR OF SCIENCE | GAME DESIGN

Full Sail University | Winter Park, FL
Feb. 2021 – June 2023

PROJECTS

WHACK SPARROW

Thingy-Mabob Studios / Game and Level Designer, Producer / Jan. 2023 – Ongoing

- Primary manager for Confluence and Jira documentation
- Created wall climb, slide, grapple hook, collectibles, collect puzzle, journal, ammo system, and two levels

PLATFORMER & FPS (MINI PROJECTS)

Team Thwomp / Game and Co-Level Designer / Sep. 2022 – Oct. 2022

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

ADVENTURE BLOCKMESH

Team Garnet / Lead Level Designer / Feb. 2022 – Apr. 2022

- 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 images