

ALAINA KAISER

GAME DESIGNER



TONGANOXIE / KANSAS / U.S.



CONTACT



(913) 522-0270



contact.alainak@gmail.com



[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 - JUNE 2023

TRAIL OF THE UNDEAD

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