

Kevin Thomas

Game Designer & Live Content Producer

Altamonte Springs, FL

(267) 566-6958

kmthomas1224@gmail.com

[linkedin.com/in/kmthomas24](https://www.linkedin.com/in/kmthomas24)

kmthomas1224.wixsite.com/kmtgamedesign

Objective

I am an experienced Live Content Producer looking to expand on my talents in Project Management and Product Ownership. I am a self-starter and am looking for my next opportunity to expand my skillset and add value to a team.

Skills

Programming Knowledge

- Python
- SQL
- Unity C#
- UE4 Blueprinting

Producer Skills

- Project Management
- Utilizing Data to re-enforce Production decisions
- Sprint Planning/Agile Development
- Collaborative Team Programs
- Content Scheduling, Planning, and Ownership
- Branch/Environment Management Experience

Software Knowledge

- MySQL & PostGreSQL
- Excel
- Outlook
- JIRA
- Hansoft
- sPerforce
- Trello
- Jupyter Notebook
- Visual Studio Code & Sublime Text Editor
- Unreal Engine
- Unity

AAA Projects

Madden 20 (3-month Period, Supported in MySQL, 20+ Person Team)

Live Content Producer

3/19-5/19

- Engaged within the MySQL database to ensure event structures were properly created and met the design standards of our team
- Designed iterations on game modes to appeal to a wider audience, while also enforcing new ways to monetize fairly
- Owned the designing of all ranked and competitive modes moving from 19 to 20, including reward structures and mode art needs
- Created documentation to expedite file management and allow for team members to cross-train easier and more efficiently

Madden 19 (10-month Period, Supported in MySQL, 20+ Person Team)

Live Content Producer

7/18-5/19

- Wrote SQL statements and tools for our team to utilize to increase productivity and competency within MySQL
- Owned the entirety of Competitive representation within MUT – including Draft, Salary Cap, and Seasons
- Owned weekly content creation for our immensely popular Solo Battles mode as well as our Squads mode
- Owned consistent maintenance and implementation of Competitive Seasons, managing reward structures and leaderboards
- Designed and created hundreds of challenges and teams utilizing extensive research and core loop analysis
- Used Agile development tools to produce content on an extremely aggressive schedule with top-tier results
- Wrote extensive documentation both inside and outside of GDDs, helping to increase cross-training capabilities and build depth

Madden 18 (3-month Period, Supported in MySQL, 20+ Person Team)

Live Content Producer

5/18-7/18

- Owned updating MUT Draft and supporting community feedback within
- Operated within MySQL and learned to manipulate multiple schemas in conjunction with one another
- Wrote GDDs and guides to properly own and maintain these schemas going forward

Personal Project

Poravity (4-month Period, Made in UE4, 4 Person Team)

Game Designer – Team Lead

2/17-6/17

- Scripted interactable, modular objects to be placed throughout multiple levels.
- Designed two of our three multiplayer levels, working on concepts to blockouts, and iterating on new concepts throughout.
- Designed and implemented the player HUD UI, owning it from concept to completion and iterating based on player feedback.
- Created and scripted player abilities to allow for unique player encounters, emphasizing mechanics to increase player engagement.
- Edited and implemented audio throughout the entire game using Audacity, emphasizing player feedback.
- Animated inside Unreal Engine 4 to create animations that were previously unavailable, representing different player abilities.

Education

Full Sail University

- **Bachelor of Science** - Game Design (Graduated June, 2017)
- 3.85 GPA
- Perfect Attendance Award, Valedictorian Award, Academic Achievement Award, Course Directors Award in Design and Development Analysis