

# Carl Kingston

Games Designer

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<https://d-dcarl.github.io>

## Tools

- Jira | Trello
- Maya
- Houdini
- Unreal Engine | Unity
- Substance
- Adobe Creative Cloud
- Figma
- zBrush
- GitHub | Perforce
- Visual Studio
- Steamworks

## Skills

- Agile | SCRUM
- Leadership
- Team Building
- Communication
- Multi Discipline
- Unreal Blueprints
- Python Programming
- 3D Asset Production
- Animation
- Digital Painting
- Vector Illustration
- Music Production
- Photography

## Education

### University of Utah

2022-2024

Master of Entertainment  
Arts and Engineering  
(EAE) | Dean's List |  
Production Track

2019-2022

Bachelor of Science in  
Games | Dean's List

### SLCC

May 2015

Associate of Applied  
Science in Architectural  
Technology



## Games

**VR ED SIM (2023)** UnityVR | Jira | Internal Tools

- Pitched, designed, scoped, and led the development of a Virtual Reality Teaching Simulator that helped education professionals manage stress and praise positive behavior within the classroom.
- Remotely coordinated a team of developers and partners on a sprint based educational and serious game product.
- Organized and compiled wrap kit wiki, documentation, progress reports, and meeting notes for future teams and partners following research phase for College of Psychology.

**Codename: Soul (2021)** Unreal Engine 5 | Maya | Houdini | Pro Tools

[Blog post](#)

- Solo game jam project for self-learning and experimenting with new tech in Unreal Engine 5 Early Access
- Independently executed multi-disciplinary tasks across the production pipeline to demonstrate expert knowledge and a self-starter/self-motivating attitude
- Procedurally generated environment and enemy assets including torches, stones, and sentry models with Houdini 19

**Hook Fall (2021)** Unreal Engine 4 | Maya | Pro Tools

[itch.io Storefront Link](#)

- Coordinated remotely on a team of seven in the role of producer.
- Produced music, environment, and asset art for 3D physics-based platformer in Unreal Engine 4.
- Worked and coordinated with engineer, artists, and tech artists to drive the creative vision of the project.



## Experience

Software Engineer at DDST | Nov 2024-Present

- Led a team on a storefront project for enterprise level licensing.
- Picked up project from day one and managed design, pipeline, schedule, and client meetings for nationwide retail conglomerate.
- Managed multiple features and tasks for storefront project among team of software developers.

Teaching Assistant at University of Utah | Jan 2023-May 2024

- Led game design lab discussions and lectures for undergraduate students.
- Assisted instructors and students in fundamental game design discussions.
- Assisted professor and students in ethics in video games assignments.
- Issued and graded feedback on student academic analysis papers involving ethics and game design in video games.

Research Assistant (RA) Producer at The GApp Lab | Jun 2023-Aug 2023

- Led a team of partners, programmers, and artists remotely on a Unity-based, VR educational project.
- Coordinated meetings, marketing materials, user stories, and tasks among team of professional developers.

**Indie Co-Producer at A-OK!** | Dec 2016

- Produced and released Indie Pop Rock EP *What Happens Next?*