Kendrick V. Tran

Game Designer | Level Designer

kendricknotken@gmail.com | 615-415-7919 | Nolensville, TN

Career Interests

- Uses Unreal Engine's **3D-Tools**, **Blueprinting**, and **Visual Scripts** to create and design levels and UI

Education

High Point University – B.A Game Design
August 2019 – May 2023
Minor: Computer Science

Functional Skills

Interpersonal: Actively listened to concerns from various club members to resolve issues and achieve productive collaboration
Strategic: Research and coordinate gameplay tactics with team members to attain success

Technical Skills

Programming Languages: C++
Game Engines: Unreal Engine 4
Enterprise Software: Microsoft Office Suite, GitHub

Professional Experience

North Carolina Department of Public Safety - Level Designer, Content System Designer, Puzzle Designer, Environmental Designer (Spring 2023)

- Collaborated with a group of 7 people to create a VR experience to educate participants about drug use in young teenagers
- Created an environment that reflects the decisions and choices of a teenager struggling with drug and alcohol abuse

Project Experience

Violet Steele – Level Designer, Content System Designer, Puzzle Designer, Environmental Designer (Spring 2023)

- Collaborated with a group of five students over 14 weeks to create our Capstone project
- Prototyped and iterated on level design based on player feedback
- Set enemy pathing based on difficulty
- Set dressing, Lighting, Item placement