Kendrick Tran Game Designer | Level Designer

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Experience

Hidden in Plain Sight - North Carolina Department of Public Safety (Paid Internship)

Level Designer (Spring 2023 - Current)

- Delivered multiple prototypes and iterations to stay organized and on track on our goals
- Worked in collaboration with a 3D modeler, engineer, and narrative designers to showcase a product that fit our vision

Projects

Violet Steele (Student Project) - Level Designer, Content System Designer, Puzzle Designer, Environmental Designer (Spring 2023)

- Collaborated with a group of five students over 12 weeks to create our senior Capstone project
- Gained mastery over UE5's 3D and modeling tools
- Rapidly prototyped and iterated on level designs and concepts based on core mechanics and player feedback
- Determined placement and pathing for AI
- Worked with narrative and 3D model designers to create an environment that reflected the games narrative, emotion, and player experience
- Use level design techniques to guide players through levels by familiarizing them with common visual languages

Technical Skills

Programming Languages: C++, HTML, CSS

Game Engines: Unreal Engine 5

Systems: Microsoft Office Suite, GitHub, VSC, AutoCAD, Scrum, Trello, Google Docs, Vim

Education

High Point University – May 2023   B.A Game Design; Minor Computer Science