

# KRISTOFFER CASTALDO - GAME DESIGNER

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## EXPERIENCE

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### QA Functional Tester I | Activision | 9/2020 - Current | *Call of Duty Mobile*

- Performed device checks and cleared builds for testing on both iOS and Android devices.
- Identified and documented defects using Jira and Devtrack databases.
- Collaborated with team members to find and verify issues.
- Lead teams in testing new group content such as eSport and tournament builds.

### Assistant Lead Level Designer | Razer Edge Games | 10/2017 - 09/2018 | *Eden Falling* - Unity (PC)

- Assisted in department management by leading team meetings and weekly stand-ups, reviewing level submissions, and tracking task lists.
- Resolved team and design issues to assure quality of content and successfully meet milestones while keeping within project scope and budget.
- Collaborated with Artists and Designers to establish proper pipelines and design requirements in Unity.
- Trained internal staff members on development processes, work instructions, new custom software, and procedures to facilitate consistent and seamless operations.

### Level Designer | Razer Edge Games | 07/2017 - 10/2017 | *Eden Falling* - Unity (PC)

- Designed, mapped, grey-boxed, and finalized both indoor and outdoor levels for gameplay utilizing custom assets, hand-sculpted terrain, and custom software in Unity.
- Built multiple environments that visually aided story telling to be used for gameplay and marketing content.
- Created and edited height-maps using Photoshop to build and modify terrain in Unity.

### Game Designer | Student Work | 2/2017 - 6/2017 | *Pathfinder 10k* - Unreal Engine 4 (PC)

- Designed and grey-boxed multiple levels and physics based puzzles using in-engine tools.
- Developed multiple systems using blueprints and widgets that enabled players to control various objects for puzzle mechanics.
- Created a text overlay system that responded to player input and introduced new mechanics in a tutorial.

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## OTHER EXPERIENCE

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### Computer Sales Associate | Best Buy | 11/2018 - 2/2020

- Collaborated with sales team members, management, and customers to understand their needs and recommend appropriate solutions.
- Utilized information about neighboring departments such as Digital Imaging equipment and Home Theatre to better assist the customer, understand interconnectivity between devices, and expand personal knowledge.

### Data Entry Clerk | Smith Center for Infectious Diseases and Urban Health | 7/2017 - 5/2018

- Cataloged, tracked, and updated patient data within CHAMPS database.
- Maintained and updated physical records for use by medical practitioners.

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## SKILLS

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|---------------------------------|---------------------------|-----------------------------------|
| ● Team Management               | ● Unity & Unreal Engine 4 | ● Object oriented C# & Blueprints |
| ● Level and Systems Design      | ● Jira & Devtrack         | ● Troubleshooting                 |
| ● Design documentation & charts | ● Microsoft Suite         | ● Perforce & Git                  |
| ● Prototyping                   | ● Photoshop               | ● Agile & Waterfall methodologies |

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## EDUCATION

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**Bachelor's of Science:** Major in Game Design | Full Sail University | Graduated Salutatorian