KRISTOFFER CASTALDO - GAME DESIGNER

krisdesignsgames@gmail.com | (908)-577-2109 | krisdesignsgames.com | linkedin.com/in/kristoffer-castaldo

EXPERIENCE

Game Designer & Developer | Independent | 5/2020 - Current | Untitled FPS Prototype - Unity (PC)
- Designed and implemented time manipulation mechanics by scaling time dilation, adjusting frame rate, and utilizing custom variables.
- Coded state-machines in C# to construct A.I that can follow and attack the player, hide behind objects, and respond to various stimuli such as health, player position/line-of-sight, and other environment triggers.
- Developed player facing information using Unity canvas system and custom assets in Photoshop.

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 problems to assure quality of levels and content to successfully meet team and personal milestones while keeping within scope and budget.
- Collaborated with Artists and Designers to establish proper pipelines and 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 marketing content.
- Created and edited existing terrain height-maps using Photoshop.
- Provided peer reviews and constructive criticism for level design team members.

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 a logic gate system using blueprints and widgets that enabled players to control various objects for puzzle mechanics.
- Created a text overlay system using widgets and blueprints that responded to player input to teach new mechanics.
- Devised and developed multiple mechanics and collaborated on their implementation.

OTHER EXPERIENCE

Computer Sales Associate | Best Buy | Austin, TX | 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.

SKILLS

● Level & Systems Design	● Unity & Unreal Engine 4	● Object oriented C# & Blueprints
● Design documentation & charts	● Photoshop & Maya	● Perforce & Git
● Prototyping	● Jira	● Agile & Waterfall methodologies

EDUCATION

Bachelor's of Science: Major in Game Design | Full Sail University | Graduated Salutatorian 3.54 GPA