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# KADAN SHARPE

## GAME DESIGNER

### SUMMARY

Focused on crafting **engaging** and **emergent** gameplay experiences. I love working with a team to **solve problems**.

### EDUCATION

Full Sail University  
Bachelor of Science (BS), Game Design  
2012 – 2015 (expected)

### RECOGNITION

Course Director Award (Development Psychology), October 2013  
Course Director Award (Level Design I), May 2014

### DESIGN AND DEVELOPMENT SKILLS

- Visualizing gameplay concepts and feedback loops
- Designing gameplay mechanics to afford emergence
- Giving players tools to author their experience
- Passionate about iterative design philosophy
- Writing concept/design documents and spreadsheets
- Coding in C#, JavaScript and visual programming tools
- Considerate of scope and time management
- Organizing and identifying key team skills
- Able to express ideas well, both vocally and visually
- Gives and receives constructive feedback for improvement

### PROJECTS

*Level Designer / Persistent Level Keeper*  
*Team Daikon (student project)*  
*June 2014 – June 2014 (1 month)*

Experienced developing a professional, consistent level through several iterative and playtest-driven development stages (draft, level mock-up, blocking-out, art passes, polish, release) in Unity.

#### **Responsibilities included:**

- Designing and outlining an underground section of the level on paper
- Blocking-out the level with primitive meshes and basic prototype textures
- Utilizing supplied and custom textures to use on 3D meshes
- Scripting environmental puzzles and gameplay mechanics in C#
- Ensuring all sections of the level were playable from start to finish
- Technical design and scripting of level streaming process
- Managing Perforce usage for asset submission and check-out
- Conduct in-house playtests to gather feedback and data

*Art Director*  
*Anonymoose Games (student project)*  
*January 2014 – January 2014 (1 month)*

Created a strategy tabletop game by practicing iterative design through playtesting.

#### **Responsibilities included:**

- Creating all visual art assets, including designing the game board, tokens, cards and box art
- Organizing the team to get consensus on the aesthetic of the game to fit gameplay experience
- Generating a variety of art components in different styles for selection
- Assisted Gameplay Designer in creating flowcharts to illustrate mechanics and gameplay loops
- Iterated, improved and polished all art assets for post-production

*Project Lead / Art Director*  
*Firestorm Studios (student project)*  
*December 2013 – December 2013 (1 month)*

Collaboratively designed and produced a video game concept for a fictional publisher.

#### **Responsibilities included:**

- Present and champion a vision to the team
- Lead the team in collaborating toward an ultimate goal
- Inspire team members to perform to the best of their abilities
- Develop strategies to accomplish objectives
- Track development and conduct daily and weekly reviews of all assets
- Create art assets for presentation and review all assets for consistency

### COMPETENCY

C#  
Concept Documents  
Environment Design  
Feedback Loops  
Flowchart Creation  
GDD  
Iterative Workflow  
JavaScript  
Level Design  
MDA  
Perforce  
Photoshop  
Playtest Proctor  
Project Management  
Rapid Prototyping  
Scripting  
Systems Design  
Unity  
Visual Design

### FAMILIARITY

2D & 3D Art  
Animating  
Construct 2  
CryEngine 3  
HTML & CSS  
Perlenspiel  
Rigging  
Scrum  
Shader Creation  
Terrain Creation  
UDK  
UE4  
UI Concept Design  
UV Wrapping  
UX Design