

Kyle Elam

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SUMMARY

I've been an Associate game designer for 1 1/2 years but developed multiple titles over the last 7 years during my education. I've been product owner of 7+ games at Kooapps, releasing 2 worldwide personally. I'm excited about all systems design especially combat and have a knack for game feel. While not designing, I enjoy riding my scooter and love TCGs. Ready to take on more challenges!

WORK EXPERIENCE

Associate Game Designer

Kooapps

August 2021 – Present, Bellevue, WA

- Led production and design for 7+ games, 4 of which launched worldwide, by formulating roadmaps and asset lists allowing for a rapid release schedule.
- Learned 5 different level editors for games across genres in order to create 70+ levels.
- Conducted and reviewed 4+ external playtest each quarter to gauge audience reception to our games that resulted in an 80%+ positive response.
- Headed 25+ A/B test on features such as new levels which presented dramatic effects such as doubling D1 retention and increasing Game OPA by 30%.
- Designed a level editor to procedurally generate dungeons with given inputs for an ARPG that creates endless levels out of a given set of tiles.

ACADEMIC PROJECTS

Temorid Prime – 3D Horde Shooter

January 2020 – May 2020

- Programmed 3 enemies to vary the encounters for the level design using Behavior Trees.
- Balanced 8 unique weapons for different playstyles by manipulating 8 variables such as range through fire rate in Excel and implementing them in Unity.
- Built a progression system with 4 tiers for each of the 8 weapons so players could set goals for themselves and to give agency in how they wanted to develop.
- Created a loot table with 3 different tiers of drops to distribute resources for the player to participate in the economy.
- Implemented a wave system to disperse enemies and scale them over 20 levels to increase difficulty over time.

Shoot to Thrill – 3D Parkour FPS

January 2020 – May 2020

- Balanced 3 different enemies to create an engaging level of challenge.
- Implemented an armor/health system to improve flow and pacing of the game over 5 minutes.
- Incorporated a finisher system as a more interesting way to steal enemies' 3 different weapons.
- Set up animation systems for all 4 weapons and for the finisher system.

20XX MAXX – 3D Vehicular Local Multiplayer Hero Combat Arena on Xbox One

August 2018 – December 2019

- Implemented and iterated 3 cars from paper prototypes to playable to fully polished.
- Formed 5 different Combat Design Pillars to focus team workflow based on research from other games and this project's vision.
- Constructed a system for creating new vehicles and weapons which I used to test 10+ of them.
- Created Playtesting Schedule, surveys, and conducted 1 review meeting weekly to provide data easily accessible for all designers.
- Programmed controls for up to 4 players using C# events and delegates for multiplayer capability.

EDUCATION

Bachelor of Science in Computer Science and Game Design

DigiPen Institute of Technology • Redmond, WA • 2020

SKILLS

Programming: C++, C, C#, SQL

Engines: Unity, UE4

Microsoft Office: Excel, Word

Computer Graphics: Maya, Adobe Photoshop

Version Control: SVN, Git

Combat Design: Balance, Feedback, Mechanics

Systems Design: Retention, Progression, Economic, Monetization, Social

Prototyping: Paper Prototypes, Rapid Iteration

Writing: Game Design Documentation, Playtesting, Mind Maps

AI Architecture: Behavior Trees, State Machines

Communication: Slack, Microsoft Teams

Organization: Clickup, Atlassian