



Kyle Salinero

Game Designer/Level Designer

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Skills

Level Design	Paper Map, Block Out, Combat Design, AI Encounters, Rapid Iteration, World Building, Terrain Editing, Pacing & Flow, Prototyping, Mechanics & Systems Design, Balance, Polish, Leadership & Collaboration
Scripting	GSC (Radiant), C# Script (Unity), Kismet/Blueprints (Unreal)
Narrative Design	Visual Storytelling, VO Writing & Implementation, Animation Implementation
Editors	Radiant, UE3/UE4, Unity, Hammer
Programs	Photoshop, Illustrator, Maya

AAA Experience

<i>Call of Duty: WWII</i>	Sledgehammer Games, Foster City Level Designer – Single Player Level Designer – Co-op (Zombies) Collaborate in a “pod-structure” to bring a level from pre-production to a polished, shippable level.	Dec. 2015 - Nov 2017
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Mobile Experience

<i>Star Wars: Uprising</i>	Kabam, San Francisco	Oct. 2014 – July 2015
<i>Marvel: Contest of Champions</i>	Playtesting new features and QA	
<i>Lord of the Rings: LoME</i>	Kabam, San Francisco	Oct. 2014 – July 2015
<i>The Hunger Games: PR</i>	Game Master, Live Operations	
<i>Heroes of Camelot</i>	Responsible for monetization strategy and execution Created promotions and events for the community	

Previous Projects

<i>Starship Enceladus</i>	Enemy Spawn, San Francisco Action RPG, Lead Game Designer Character, Game, Level, and Story Design, Design Team Lead	2014
<i>The Living</i>	Cube Crew Games, San Francisco MMO FPS, Lead Game Designer Loot System Design, Game Mechanics, Design Team Lead	2013 – 2014
<i>Project Elemental</i>	Academy of Art University, San Francisco Educational Chemistry game for 10 th - 11 th grade Lead Designer, Game and Level Design, Design Team Lead	2012 – 2013
<i>Project AIM</i>	Academy of Art University, San Francisco Educational tablet game for K – 3 rd grade Lead Designer, Game and Level Design, Design Team Lead	2011 – 2012

Education

Academy of Art University, San Francisco Bachelors of Fine Art in Level Design and Scripting	2010 – 2014
iD Tech Gaming Academy, Stanford University Level Design in Unreal 3	2010