

KIEL MCDONALD

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www.workingpixel.com/portfolio

PROFILE

Over 11 years of game development experience, with a solid educational background. Strong points include: conception, creation, and completion of gameplay levels and game systems. Gathering and sharing industry knowledge, and highly self motivated.

SKILLS

- **Engine Experience:** Unity, UE4, Red 5 Proprietary World Editing Tool, Corona SDK, Game Maker
- **Code Experience:** C#, Lua, Java
- **Art Application Experience:** Photoshop, Blender, Substance Designer, After Effects
- **Platform Experience:** Mac, PC, iOS, Steam, Web, PS4, Xbox
- **Other Software Experience:**
 - **General:** Word, Excel, Google Docs, Pages, Numbers, Keynote,
 - **Web Applications:** Wordpress, Squarespace
 - **Task Management:** Trello, Slack, Asana
 - **Asset Management:** Dropbox, Perforce, Plastic, GitHub, Alienbrain

EXPERIENCE

LEVEL ARTIST /DESIGNER – UNKNOWN WORLDS

2016 - PRESENT

-Subnautica – Subnautica: Below Zero

- Level Design / Building
- Voxel Editing / Custom Engine (Unity)
- Modular Level Creation
- Environmental Lighting
- Art Asset management and creation
- World Design
- Unity, multiplatform (Mac, PC, VR) Steam, Xbox One, PS4
- Technical Level Design:
 - Trigger, Story, and Goal set up, LOD management, Collision and Prefab management

OWNER / OPERATOR – WORKING PIXEL

2010 - PRESENT

-Agito – Animal Kingdom ABCs – Unity tool development – Unannounced

- Multiplatform game / app development
- Unity tool development
- Design: documentation, gameplay, systems, game levels, game balance
- Programming: gameplay, game systems, database management, UI, and tool creation
- Art: 2D sprites, textures and tile sets, UI elements, 3D props and game elements
- Project Management: multi-platform, provisioning, task, bug / testing / feedback
- Business Management: employee training / management, scheduling and accounting

ENVIRONMENT / LEVEL ARTIST – IMPULSE GAMES**2015 - 2016****-Shepherds of the Abyss**

- Environmental concepts and theme sheets
- Art asset creation: 3D Modeling, UV, Texture, Shader, Particle effects
- Level Construction
- Environmental Lighting

LEVEL DESIGNER / LEVEL ARTIST – DARK FORGE GAME**2012 - 2013****-Nekro**

- Level Design / Level Building: conception, implementation, level balance, art pass
- Unit design: conception, implementation, and game balance
- Game and System Design: Randomly generated levels, crafting system, player progression

LEVEL DESIGNER / LEVEL ARTIST – RED 5 STUDIO**2007 - 2010****-Firefall**

- Design tasks: open world level layouts, implementation of layouts into final game zones
- Art tasks: digital sculpting, digital painting, texture, tile set, and zone creation
- Communicate with multiple departments to ensure levels meet department requirements and a unified vision of final product.
- Contributed to conception, prototype, and final versions of game levels, team workflow, and internal development tools.
- Industry research: provide written and oral feedback to team on industry tools, trends, and games.

EDUCATION**ART INSTITUTE OF CALIFORNIA-ORANGE COUNTY – B.S. GAME ART AND DESIGN****2007**