

KYLE H. ROOZE

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Objective

- Game Developer with a focus on level design and 3D art asset creation looking for work at a video game studio, VFX house or marketing department.

Education

Capitol Technology University Aug 2017 – April 2019

- Majored in Mobile Programing
- 3.6 GPA
- Dean's List; 2 semesters

William Peace University Aug 2019 - April 2021

- Bachelor of Arts - Simulation and Game Design
- 3.7 GPA
- Dean's List with recognition; 2 semesters
- Part of the Spring 2021 Student Showcase

Major Projects

Collaborative Simulation and Game Design, Galactic Shield Maiden (3D Game)

- Worked as a level designer and writer on a 3D, open-world, first-person shooter.
- Open-ended map design, item pick-ups, item tracking, cutscenes, and story.
- Created in the Unreal Engine 4.

Technical Skills

Unreal Engine 4 & 5

Adobe Photoshop

Autodesk Maya

Adobe Illustrator

Unity Engine

Adobe InDesign

Substance Painter

Adobe After Effects

Work Experience

Best Buy – Microsoft VPL October 2022 – Present

- In charge of the designated Microsoft section at Best Buy. Responsibilities range from selling customers Microsoft branded products, training new employees on Microsoft products and sales tactics, and maintaining the Microsoft displays in the store.

Advanced Gameplay Dynamics – Lead Level Designer January 2021 – Present

- Working with a team that is creating a first-person shooter in Unreal Engine 5 that will be released on consoles within the next few years. I am in charge of leading the level design team in game world planning and construction and asset to engine integration.

William Peace University – Project Intern/3D Artist June 2021 – August 2021

- Worked with a team to recreate the William Peace University campus in the Unity Game Engine. It was my job to create/provide 3D models and assets used to build the exterior and interior parts of the campus.