

Kylar Black

Game / Level Designer

Objective

Create fun and interesting puzzles/levels and intriguing storytelling through gameplay and design.

Skills

Software:

- Photoshop, Krita
- Blender, 3DSMax
- Audacity
- Microsoft Office, Google Workspace
- Visual Studio
- Unity Engine

Programming:

- C#
- HTML, CSS

Miscellaneous:

- Light Design (Theatre)
- Construction/Woodwork
- Creative
- Excels in Team Environment

Game Design:

- Level Design / Blockouts
 - Playtesting
 - Game Documentation
 - Gameplay Balancing and Implementation
 - Story Writing
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Project Experience

Pasty Kitchen

ACC, Dec2020 - Aug2021

Role:Gameplay Designer

Also made level layouts

Work Experience

Cleanup for Nirvana Systems convention (2018)

Design Greeting Cards for Creations from the Heart. (2018 - present)

Education

Austin Community College

Austin, TX, 2021

Game Design Certificate

Volunteer Work

Volunteer Work:

- Hutto Food Pantry
- Great Hutto Cleanup (12 Years)
- Voluntary Trash Clean Up