

KYLE UMBENHOWER

Lead Level Designer

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SKILLS

- **Level Design** - Paper Design and Documentation, Block Out, Prototyping, Level Flow, Gameplay and Mission Scripting, AI and Combat Scripting, Cinematics, Visual Design, Lighting, Environmental Storytelling, Proxy Mesh Creation, Performance Optimization, and Programming
- **Editors** - Unreal 4, Unreal 3, Unreal Development KIT (UDK), Half-Life Alyx Workshop Tools, Unity, Radiant, Hammer, G.E.C.K, and CryENGINE 3
- **Applications** – MODO, Blender 2.8, Maya, 3ds Max, JIRA, Perforce, Tortoise SVN, AnyConnect, Microsoft Office, Notepad++, Visual Studio, Photoshop, PIX, and Confluence
- **Programming & Scripting** - Blueprint (UE4), Kismet, Matinee, LUA, C++, C#, C, Java, and Visual Basic

PROFESSIONAL EXPERIENCE

Team Kaiju

Lead Level Designer - (*Unannounced Project*)

November 2021 - Present

- Working with a team of other leads and principal-level developers during the Proof of Concept development phase. The project is a new IP within the AAA multiplayer live service space. I am helping to design gameplay systems, tools, best practices, and the Proof of Concept map for the project using the new UE5 engine. We use systems like World Partition and other cutting-edge tools within UE5.

Gearbox Software

Lead Level Designer - (*Unannounced Project*)

June 2020 – October 2021

- Worked with a team of other leads in the pre-production phase of development using UE5. Helped to design gameplay systems, tools, best practices, and the first playable map for the project. Assisted in hiring for the level design department, improving the onboarding process for level designers, and working with colleges to help design their LD curriculum. Supported junior designers to improve their craft.

Senior Level Designer, Mission Designer, Level Artist - *Borderlands 3*

July 2016 - July 2020

- Map lead on two levels. I took these levels from paper design to completion. Worked on a total of five maps and five missions. The only person to do level design, mission design, and level art on the project. Gearbox and 2K chose my Jacobs Estate map for the gameplay trailer at E3 2019. I was on the Live team that won an award for the best ongoing game at Gamescom 2020.

Level Designer, Mission Designer - *Battleborn and Aliens: Colonial Marines*

March 2012 - July 2016

- Worked on Battleborn using UE3 from concept to completion on both campaign and multiplayer as a Level Designer and Mission Designer. Worked on both the main game and DLC. Worked on the E3 demo for 2015, a playable demo that was well received and nominated for several media awards.
- Worked on Aliens: Colonial Marines using an old version of UE3 (Gears of War version but slightly modified) during the final development phase. Hired with three months to ship, but we had a small extension to complete the project.
- I was initially hired on A:CM for AI scripting but took over level design for two maps already in progress. Worked on the DLC for A:CM that was of higher quality than the main game.

Barking Lizards Technologies

Game Designer - *Osiris Legends*

May 2011 - August 2011

- Did a summer internship as a game designer, taking an unfinished PSP/DS game and helping redesign it to run on the iPhone and iPad.
- Scripted in LUA to create cinematics and other scripting tasks.
- Programmed in C++ to extend the functionality of LUA.

Microcomputer Resources, Inc.

Team Lead / Level Designer / World Builder

Feb 2008 - June 2009

- Worked as a private contractor on a canceled (no funding) episodic PC game.
- Lead a small team of student interns, giving direction and feedback when needed.
- Designed levels for the game using Torque Constructor and Maya.
- Scripted levels using Torque Script.

ACADEMIC EXPERIENCE

The Guildhall at SMU and Southern Oregon University

Game Designer / Level Designer

September 2007 - Dec 2011

- *And Hell Followed* - Lead Game Designer on a team of developers from paper design to final product. I managed the Game Design Document. The game was a top-down zombie shooter using Torque 2D. Created levels using Torque 2D and scripted gameplay scenarios using C#.
- *Gravity* - Lead a team of level designers from paper design to finished product using the Unreal Development Kit. Created levels, designed physics puzzle scenarios using established game mechanics, made art assets with Maya, and managed the Level Design Document.
- *Fury of the Ancients* - Lead a team of level designers from paper design to the final product. Managed the Level Design Document and created levels. The game was an isometric action RPG using the Unreal Development Kit.
- I created multiple levels using Unreal 3 (GoW and UT3), Radiant (CoD), Hammer (Half-Life 2), CryENGINE 3 (Crysis), and G.E.C.K (Fallout 3). I created multiple simple games using C++, LUA, and C#. Programmed non-game programs using Java, C, C++, C#, and Visual Basic. Created models with 3ds Max, Maya, Gimp, and Photoshop. Created animations using Maya.

EDUCATION

December 2011

The Guildhall at Southern Methodist University

Plano, TX

Professional Certificate in Digital Game Development, Specialization in Level Design

June 2008

Southern Oregon University

Ashland, OR

Bachelor of Science in Political Science

Minor in Computer Science with a focus on Game Development

Graduate Level Computer Science / Programming Courses (28 credit hours)

Certificate of Native American Studies