



KYLE HANSELMAN

Video Game Level Designer

(719)-425-0255

HanselmanDesign.com

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Software

Adobe Illustrator, Photoshop
Autodesk Maya, Blender
Confluence, Jira, Miro
Git, Perforce, Plastic, UGS
Microsoft Office Suite
Source SDK Hammer Editor
Substance Painter
Unreal Engine 4 & 5
Zbrush

Skills

3D Modeling, Core Metrics
Architecture, Composition
Blockouts, Layouts
Creative Writing
Design Documentation
Environment Lighting
Game Flow, Pacing, Storytelling
Modular Level Construction
Texturing, UVs
Visual Scripting

Work History

Freelance Level/Game Designer (July 2023 - Current)

Shipped NOPE Challenge with Happy Manic; modeled, textured assets, iterated game environments. Worked on Hangry by Game Pill; created level topdowns and documentation, updated existing level layouts and visuals, performed optimization. Shipped MadWorld with Carbonated Inc; designed and documented new gunplay, metagame, crafting systems, economy, and progression as well as levels and missions.

The Callisto Protocol / Puny Human Level Designer and Sequence Integrator (March 2022 - July 2023)

Integrated scripted events into levels. Collaborated with all disciplines to fix issues, ensuring polished gameplay and a cinematic experience. Shipped the main title and DLC on PC and console.

Zero Day & Impostors / Puny Human Level Designer (March 2021- March 2023)

Established vision through feedback, iteration, and prototyping of multiplayer levels. Created sketches, blockouts, and built gameplay through visual scripting. Created 3D and 2D assets, built and lit environments, performed optimization passes. Wrote extensive game design documentation.

Raising the Bar Redux / RTBR Team Level Designer (June 2019- June 2020)

Adjusted multiple levels' pacing, gameplay, lighting, and environmental storytelling. Worked from reference of Half-Life 2 beta concept art to best capture its story and atmosphere. Shipped Division 1 June 2020.

Education

Savannah College of Art and Design

2016 - 2019. Graduated with
B.F.A. in Game Development
Minored in Architectural History

Pikes Peak Community College

2014 - 2016. Majored in Graphic
Design and Sculpture

Accolades

Graduated Magna Cum Laude

Dean's Honor List at SCAD

PPCC Presidential Choice award

3 Shipped Game Titles
1 Shipped Mod Title
1 Published Novel