

# KALEB BROOKS

Portfolio: [kalebbrooks.com](http://kalebbrooks.com)

Linkedin: [linkedin.com/in/kalebbrooks3/](https://linkedin.com/in/kalebbrooks3/)

## GAME DESIGNER/TECH DESIGNER

Highly driven, professional-minded designer with over 2 years of experience in the games industry. Understands facets of game development, with experience in technical design, programming, project / product management, asset integration, and level design. Hands-on experience designing and programming games from start to finish, including design of GDDs, LDDs, complex systems and economies, gameplay loops and UI/UX design.

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### TECHNICAL SKILLS

- Unity and UE5.
- Product Management
- Level Design
- Git
- Rapid Prototyping
- Asset Integration
- C# and UE Blueprints
- Adobe Suite
- Holistic Design
- 3D Modelling
- Agile SCRUM (Jira)
- Technical Design
- Gameplay Design
- Documentation

### PROFESSIONAL SKILLS

- Communication
- Leadership
- Innovation
- Collaboration
- Technical
- Artistically Minded
- Musical

## EXPERIENCE GAME DESIGNER, CO-OP

Little Guy Games | 5/2024 - 8/2024

- Designed systems and economies for live-op game.
- Designed a modern matchmaking system and ranked gameplay to make matchmaking/ranked play 70% more accurate/fair.
- Created Excel sheets and 6 Monte Carlo Simulations to balance systems.
- Communicated with team to make sure documentation is up to date
- Designed a dynamic tournament system that scales with player base.
- Worked with real time feedback and reviews to gather consensus
- Helped work on 3 pitch decks for Major League Baseball.
- Learned to Design for Quest 3 Mixed Reality.
- Developed 2 internal tools/technical guides to ease scope and timeline of development.

## GAME DESIGNER, INTERNSHIP

GAME PILL | 10/2023 - 03/2024

- Designed and elaborated on new systems for WIP titles that help enforce player agency and creativity.
- Collaborated with teams of other designers and programmers to deliver quality work.
- Designed 12+ Random Encounters for open world title.
- Tweaked enemy AI, behaviour states, and attack token system for hack 'n slash game title.
- Designed 6 menu screens.
- Designed 1 cooking minigame.

## GAME DESIGNER, PART-TIME

FREELANCE | 10/2022 - 10/2023

- Designed numerous GDDs and game pitches.
- Updated GDDs with Unity technical information for developers.
- Communicated and worked with industry professionals and veterans from AAA producers and studios.
- Designed games for multiple platforms: Windows, mobile, X-Box, PS4/5
- Balanced 20+ enemies for AAA style adventure game.

## EDUCATION

### HONOURS BACHELOR OF GAME DESIGN

Sheridan College, Oakville Ontario | 09/2021 - 06/2025