

Alaina Kaiser

Game Design

Tonganoxie, Kansas

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[Portfolio](#) | [LinkedIn](#)

EDUCATION

Full Sail University | Winter Park, FL

Game Design Master of Science

June 2023 – Est. July 2024

GPA: 3.95

Full Sail University | Winter Park, FL

Game Design Bachelor of Science

February 2021 – June 2023

GPA: 3.78 | Course Director Award for Psychology of Play.

EXPERIENCE

Project Co-Lead, Producer, and Lead Level/Technical Designer

Novus Studio LLC, Unannounced Game | Internship | Remote

Nov 2023 - Present (Est. May 2024)

- **Producer:** Create and maintain game production documents including the GDD, onboarding materials, task creation for each Milestone via HacknPlan, and more. Thoroughly review team cards to ensure they meet completion criteria and advise team members on assigned tasks.
- **Game Design:** Set up world partitions for level designers and created level layouts. Created fast travel system and most UI (map menu, pause menu, splash screen, title screen). Setup NPCs and quests using Narrative Tools.

Level Designer

Ravenous Studios, Necrotic Nightmare | Internship | Remote

Sep 2023 - Present (Est. Mar 2024)

- Translating level mockups into functional greybox levels, establishing the foundational structure and flow of gameplay environments.
- Collaborating with the art department by fleshing out levels with finalized assets to ensure a cohesive and visually compelling game environment.
- Continuously iterating on levels to enhance gameplay dynamics, address feedback, and optimize player experience.
- Engaging in effective communication with multiple departments, such as narrative, art, technical, and others to incorporate feedback and align the game's design with the project goals.

PROJECT

Producer, Level/Technical Designer

Thingy-Mabob Studio, Whack Sparrow | Capstone Project | Remote

Jan 2023 - May 2023 (Released)

- **Level Design:** Blockmesh prototypes and one final level using basic geometry, level layouts with references, a level jungle gym for designers to test mechanics.
- **Technical Design:** Objective/collectibles journal, collection puzzle pieces such as gate and key, modular collectibles blueprint base, ammo system/pickup and grenade pickup, trap mechanics (flame, spike, axe, walls, and arrow), modular interaction widget, parkour systems (wall climb, grapple hook, and slide).
- Primary producer who hosted meetings, took notes, recorded the meetings, and planned sprints. Used Jira for issue tracking. Created and maintained the GDD using Confluence. Created the itch.io page and final shipping build.

CERTIFICATION

Professional Scrum Master I (PSM I)

Scrum.org | Mar 2024 - Present

Social and Behavioral Research

CITI | Aug 2023 - Aug 2026

Social and Behavioral Responsible Conduct of Research

CITI | Aug 2023 - Aug 2026

SKILLS

Unreal Engine (UE4 | UE5), Confluence, Jira, Helix Visual Client (P4V | Perforce), Google Suite and Admin, Microsoft Office Suite, Leadership, Time-Management, Creativity, Problem-Solving, Collaboration, Communication, Adaptability, Detailed