KYLE HANSELMAN
Video Game Level and Game Designer

(719)-425-0255

linkedin.com/in/kyle-hanselman

Hanselman.Kyle@gmail.com

hanselmandesign.com

Experience

Puny Human Lead Level Designer / Level Artist (March 2021-Present)
Worked with client through Puny Human on an unnanounced UE4 project. Created level sketches, greyboxes, and built game spaces. Modeled, textured, and placed props to add atmosphere.

Epic Games / Eastridge Contractors Software Tester (March 2020-March 2021)
Performed QA on the Unreal Engine. Testing focused on networking, animation, audio, physics, and blueprints. Worked on UE4 versions 4.25 and 4.26 and UE5.

Half-Life 2 Raising the Bar: Redux Level Designer (June 2019-July 2020)
Worked on several Half-Life 2 BETA level recreations including Free TVs, Construction, and Industrial Sector. Released Chapter One in May 2020.

Radiant Dark Lead Designer / Level Designer / Prop Artist (January-May 2019)
Collaborated on game concept, concepted puzzle mechanics and puzzle designs, made level sketches, greyboxes, built game spaces, placed gameplay elements. Created models and materials for environment.

Cogs in the Machine Productions Team Lead / Level Designer (November 2009-May 2012)
A modding team I started on ModDB. Built a team of roughly 30 members to work on the mod Iron Horizon for Half-Life 2: Episode 2. Worked as Level Designer and Environment Artist.

Education

Savannah College of Art and Design
Began in 2016. Graduated in May of 2019 with a B.F.A. in Game Development and a minor in Architectural History.

Pikes Peak Community College
Began in 2014 studying Graphic Design and created sculptures.

Awards

Graduated Magna Cum Laude

Dean's Honor List at SCAD

Received Presidential Choice award for sculpture in PPCC Student Art Show.

Sculpture entered in the 2016 Flight Gala auction and sold.

Software

Adobe Photoshop and Illustrator
Autodesk Maya and Blender
GitHub and Perforce
Jira and Confluence
Microsoft Visual Studio
Source SDK Hammer Editor
Substance Painter
Unreal Engine 4
Zbrush

Skills

3-D Modeling
Agile Management
Architecture
Digital/Physical Sculpting
Drawing Layouts
Lighting
Modular Level Construction
QA Testing
Writing and Speaking