



KYLE HANSELMAN

Video Game Level Designer

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HanselmanDesign.com

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Software

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

Skills

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

Work History

The Callisto Protocol / Puny Human Level Designer and Sequence Integrator (March 2022-Present)
Integrated scripted events into levels. Collaborated with all disciplines to fix issues, ensuring a polished game play and cinematic experience. Shipped the main title and DLC on PC and console.

Zero Day / Puny Human Level Designer (March 2021-March 2023)
Established vision through feedback, iteration, prototyping multiplayer levels. Created sketches, blockouts, and built gameplay through visual scripting. Wrote extensive game design documentation.

Impostors / Puny Human Level Designer (March 2021-March 2022)
Created level sketches, greyboxes, and built game spaces and logic. Modeled, textured, placed props, and implemented lighting. Performed optimization, documentation, and iterated on designs.

Half-Life 2 Raising the Bar: Redux Senior Level Designer (June 2019-July 2020)
Created several levels inspired by the Half-Life 2 Beta content. Created sketches, greyboxed environments, set up lighting, and placed art assets. Shipped Chapter One in May 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

Awards

Graduated Magna Cum Laude

Dean's Honor List at SCAD

Received Presidential Choice
award in PPCC Student Art Show.

1 Shipped Game Title
1 Shipped Mod Title