

SHANE NIELSEN

GAME DESIGNER

EXPERIENCE

July 2019 – CURRENT

QUEST DESIGNER, KABAM GAMES

I worked on a variety of quests ranging from being the POC for our Alliance Quest mode to our world wide Summoner Showdown Tournament, our dungeon crawler mode Incursions and few other special quests. For each of these modes I handled Boss Designs, Map Designs, Playtesting, Document Creation, Jira Task Management, as well as constant collaboration between teams/disciplines to release content on time for each milestone. I also worked with our team to breakdown data and identify areas of improvement for the game to keep modes fun, new, and optimized.

APR 2017 – CURRENT

MISSION DESIGNER, HOTHEAD GAMES

Scripted over three hundred missions over fifteen regions on monthly production cycles. Worked within mobile phone specifications to adhere to limited processing power by keeping primitive counts and draw calls at a minimum. Created how-to articles for team members about custom occlusion volumes and optimization of rendered objects. Prototyped and owned the design of a new mode called Stealth Ops. Worked alongside engineers to break down Bravos combat system to solve some of the technical issues with developing the mode. Was given an engineering and art team to assist in the development of the mode once the idea was green lit by management during its pre-planning and development stages.

JAN 2017 – MAR 2017

TEACHING ASSISTANT, VFS

Assisting in the Level Design stream with several courses by mentoring and teaching students about level design philosophy, factors and fundamentals while giving hands on technical experience. Challenged students to create content that caters to all player archetypes providing easy to learn, hard to master player experiences.

EDUCATION

APR 2015 – APR 2016

GAME DESIGN DIPLOMA, VFS

A one-year intensive program that concluded with designing, producing two games: Zanshin & Spectrum. Worked on multiple teams on various projects including creating an assortment of levels for multiple game types: Third Person, Action Adventure, Platformer and Racing games. Created a board game and pitched game design concepts to fellow peers with constructive Q&A sessions.

SKILLS

Design

- Mission Scripting
- 2D/3D Level Design (Concept to live)
- Encounter/Boss/Region Designs
- Cinematic Design
- Hosting playtests/feedback sessions
- Design Doc & How to Guide creation
- Data/Meta Analysis

Editors/Applications

- Unity/UE4/Sparx
- Google Docs/Excel
- Photoshop
- Jira
- Perforce
- Word
- Maya