

SHANE NIELSEN

MULTIPLAYER GAME DESIGNER

EXPERIENCE

July 2019 – CURRENT

MULTIPLAYER DESIGNER, KABAM GAMES

- I work on a variety of Modes where I've been a Quest Designer as well as a Systems Designer creating content and features for those modes. I'm the main POC for our Alliance Quest mode as well as our Dungeon Crawler - Incursions Mode. I also assist with our other Multiplayer modes Alliance Wars, Battle Grounds & Alliances as a Social Systems where I help out with Feature/Content development.
- I initially started as a Quest Designer so my Quest specific experience has been assisting with the development of our world-wide tournament - Summoner Showdown, Monthly Event Quests where we showcase new champions being released into the game as well as a few other Special Annual Quests. For each of these Quests I handle Boss Designs, Map Designs, Meta Analysis, Playtesting, Document Creation & , Jira Task Management. There is of course a lot of constant collaboration between teams/disciplines to release content on time for each milestone which I work closely with my production and PM to ensure.
- I also work constantly with our Data team and other designers to breakdown and identify key areas of improvement with internal dev tool improvements as well as identifying player facing friction points to keep our modes fun, fresh, fair, informative and optimized.

APR 2017 – July 2019

MISSION DESIGNER, HOTHEAD GAMES

- I scripted over three hundred missions over fifteen regions on monthly production cycles. Missions were broken down into various types such as: Shotgun (Close range), Pistol (Fast action mid-range) & Sniper Rifle (Long range -methodical) where I would identify and incentivize weapon archetypes while maintaining encounter flow to best suit the intended pacing & combat.
- I adhered to mobile phone specifications which had limited processing power so we maintained as low as possible primitive counts and draw calls to maintain best performance.
- I created various How-To articles to help guide team members a few of which included breakdowns on: Custom Occlusion Volumes & Optimization of Rendered Objects to help fast track onboarding & development knowledge.
- I developed a new mode called Stealth Ops from its feature design doc to live where I worked with a team to: Break down the feature into tasks, began Prototyping, Iteration on Design/Art & hosted regular Playtests. I also worked closely with Engineers to solve some of our tech challenges as they came up.

JAN 2017 – MAR 2017

TEACHING ASSISTANT, VANCOUVER FILM SCHOOL

- Assisting in the Level Design stream within several courses by mentoring and teaching students about level design philosophy, factors and fundamentals while giving hands-on technical experience. I 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, VANCOUVER FILM SCHOOL

- I completed a one-year intensive program that concluded with designing, producing two fully playable games from paper concepts to playable copies: Zanshin & Spectrum.
- I worked within the three main fields of game development where we built our skills within Design, Art & Coding to better understand how teams collaborate through a products development cycle.
- I worked on multiple peer to peer teams on various projects including designing an assortment of levels for multiple game types: Third Person, Action Adventure, Platformer and Racing games.
- I collaborated with another student to fully design a board game where we pitched game design concepts to fellow peers with constructive Q&A sessions while developing it.

SKILLS

DESIGN

- Mission Scripting
- 2D/3D Level Design (Concept to live)
- Encounter/Boss/Region Designs
- Endgame Content Design
- Cinematic Design
- Playtests Organization for Own Content
- Design Docs / Feature Pitches / How to Guides
- Data/Meta Analysis

EDITORS / APPLICATIONS

- Sparx
- Unity/UE4 (Less)
- Photoshop
- Google Docs / Sheets / Slides
- Excel
- Jira / Confluence
- Word
- Perforce
- Maya