

Kevin Chulski

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Objective

Seeking challenging opportunities in video game design.

Product History

Impossible Studios (Epic Games Maryland) – Hunt Valley, MD

2012 – 2013

Infinity Blade: Dungeons (Unreleased)

Senior Level Designer

- Utilizing the Unreal Engine, designed and built level content for the game, with a focus on technical elements such as puzzles and traps.
- Designed, scripted, and refined the tutorial system for the in-game content.

Big Huge Games – Timonium, MD

2009 – 2012

Kingdoms of Amalur: Reckoning

Principal Technical Designer

- Designed, developed, and implemented key set-piece content for all the main quests and faction quests.
- Responsible for “paper designs” for—and implementing ten of—the twelve bosses in the game.
- Authored greybox layout, 1st and 2nd pass content for more than three dozen dungeons in the game.
- Built entire tutorial, including script, level design, and most content therein using proprietary tools.
- Solved numerous technical glitches and design shortcomings leading up to release.
- Fundamentally involved in almost every aspect of the final product’s content.

2007 – 2009

Unreleased Console Role Playing Game

Lead Level Designer

- Responsible for establishing goals, managing, and reviewing a five man design team.
- Utilized in-house tools to build both exterior and interior open-world content.
- Collaborated closely with artists, other design departments, and project leads to establish a consistent and fun game world.
- Designed and implemented multiple game systems in Lua for rapid prototyping.
- Authored numerous design and tools documents, and followed them closely during their development.

2006 – 2007

Age of Empires 3: The Asian Dynasties

Designer

- Implemented and directed all in-game cinematic content.
- Innovated on the Age of Empires cinematic engine to push the envelope for the franchise.
- Worked closely with an in-house writer to quickly iterate in conjunction with the single-player game.
- Designed much of the single-player campaign, and was responsible for the prototype implementation.
- Reported and tracked more than twenty percent of all the bugs in the project.

2006

Unreleased Real-time Strategy Game

Level Designer

- Assisted in the designing and planning of the story and content for the single-player game.
- Prototyped one third of the planned single-player content.

2005 – 2006

Rise of Nations: Rise of Legends

Level Design Intern

- Implemented, maintained, and play balanced half of the directed single-player content using in-house tools and script.
- Consulted other designers for feedback to rapidly iterate on level design.

Education

Michigan Technological University – Houghton, MI

B.S. in Computer Science

Technical Expertise

Languages

Java, C, C++, C#, Lua,
SQL, Visual Basic.NET

Software

Perforce, Araxis Merge, CVS, Unreal Engine, XMLSpy, Havok Debugging Suite,
Unity 3D, Decoda, Photoshop, SQL Server, Visual Studio, Microsoft Office