



KYLE HANSELMAN

Video Game Level and Game Designer

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Experience

Epic Games / Eastridge Contractors Software Tester (March 2020-Present)

Worked on the framework team for Unreal Engine 4. Tests focused on networking, animation, audio, physics, and blueprints. Worked on UE4 versions 4.25 and 4.26 as well as Fortnite.

Half-Life 2 Raising the Bar: Redux Level Designer (June 2019-Present)

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)

Helped create game concept, invented puzzle mechanics and puzzle designs, created level sketches, grey-boxes, built game spaces, placed game play elements, create models and materials for various props.

Sword of The Dead City Team Lead / Level Designer / Environment Artist (September-November 2018)

Created a GDD detailing the story, mechanics, and world of the game. Created a sketch and greybox for both levels. Created the models for the environment. Built and set dressed game world.

Cogs in the Machine Productions Team Lead / Level Designer (November 2009-May 2012)

A modding team I started on ModDB. We built a team of roughly 30 members to work on the mod Iron Horizon for Half-Life 2: Episode 2. I 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.

Software

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

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.

Skills

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