Kevin Tollison

Technical Game Designer

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Lubbock, Texas | Able to relocate, work onsite, or remote
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SUMMARY

Technical Game Designer with 7.5 years professional experience (4.5 in studio, 3 freelancing), and 11 shipped titles on PC and mobile. Experienced in combat design, level design, encounter design, combat design, cinematics and enemy design. Rapidly iterates, prototypes and tunes until the gameplay is satisfying. In Unreal 4 and 5 and Unity, built multiple systems using visual scripting with Blueprints and C# and C++.

SKILLS

Design: Combat Systems, Encounters, Missions, Progression Systems, Enemy Design, Cinematic Systems
Game Engines: Unreal Engine 5, Unreal Engine 4, Unity, Godot
Languages: C#, C++, Python, Blueprints
Tools: Jira, Confluence, Miro, Blender, Maya, Unreal GAS, Perforce, Git, Adobe

EXPERIENCE

Head on a Rock — Austin, TX (Remote)

Technical Designer — Apr 2025 - Feb 2026

Startup PC game studio with around 5-10 people. Current project NDA. Working in Unreal Engine 5. Contract concluded after the studio paused the project.

- Prototyped 2 enemies, 1 boss, and encounters in-engine using AI Blackboards, behaviour trees and Blueprints.
- Lead enemy and encounter design, and create Miro boards and documents for overall enemies and each enemy.
- Lead design of weapons, attacks and abilities, and create Miro boards and documents for each respective system.
- Prototyped weapons, attacks and abilities in-engine using Blueprints and Unreal GAS.
- Refined timing and readability to improve prototypes using playtest data.
- Mentored designers on UE5 workflows and Blueprint implementation by building systems and teaching level integration, improving team consistency and reducing friction.

TruPlay Games — Austin, TX (Remote)

Game Designer — Jun 2022 - Sep 2024

Startup mobile subscription company with around 80-100 employees. Primarily worked in Unity. 8 delivered titles. Impacted by company-wide downsizing.

- Owned and delivered levels for 5 games ranging from platformers to puzzle games, focusing on enemy encounters and level flow.
- Overhauled 9 *Maple and The Forest of Words* levels within 6 weeks, raising user test scores from 1–3 to 4.5-5 range.

- Led combat design for *King David's Battles* by creating Miro boards and Confluence documents for enemies, encounters, weapons and attacks.
- Tuned combat, difficulty, loot, and economy using spreadsheets, analytics, and user tests, raising scores on multiple titles into the 4.5 range. (*King David's Battles, Heroes of Rhym: Battle for ElDavar*)
- Led multiple content drops for *Ava & the Mirror of Truth* and *Chirp Song*, shipping new levels, features, and mechanics within 6–9 weeks.
- Mentored 3–4 designers on Unity workflows and custom tools, served as the primary point of contact and team adoption for tool rollout on *King David's Battles*.

Zygobot

Winter Park, FL (Remote)

Technical Game Designer

Feb 2021 - Nov 2022

Indie PC gaming studio with around 20-30 people. Delivered 4 titles. Primarily worked in Unreal Engine 4/5.

- Shipped 12 elemental abilities in 6–8 weeks for *Coven* using GAS, C++, and Blueprints.
- Implemented enemy AI for 3 enemies and a final boss for *Kat & Mouse*.
- Produced 8-10 cutscenes in roughly 2 months, supporting transitions, marketing, and NPC moments for *Breakers World*.
- Built 6–8 interactables and 8 puzzles using Blueprints for both *Breakers World* and *Revelations*.
- Integrated SFX, music, and narrative audio throughout the entire production cycle for multiple projects. (*Breakers World, Coven, Revelations*)

Freelance Game Design

Lubbock, TX (Remote)

Game Designer

Mar 2018 - Feb 2021

Freelanced on various projects ranging from 5-30 people. Primarily worked in Unreal Engine 4 and Unity.

- Built combat content for a web-based 2D platformer *In Ignoto*, then tuning AI behavior and attacks based on playtests.
- Delivered 3 platforming levels and raised testing scores from 1–2 to 3–4 by improving readability and signposting so players consistently understood where to go in *Scraps* and *In Ignoto*.

EDUCATION

Full Sail University — Winter Park, FL
M.S. Game Design — 2021

Full Sail University — Winter Park, FL
B.S. Game Design — 2020