KEVIN **TOLLISON**

C: 806-778-9697 | kwtollison@alumni.fullsail.edu | https://kwtgames.com/

As a gamer I have always wanted to make my own games. Growing up I always wondered how games were made, and while playing them I would pay attention to the game mechanics and how they interacted with each other. After spending years learning how to code, design and earning my bachelors, with valedictorian honors, I feel confident that I can be a valuable asset to your team.

SKILLS

DESIGN: Combat Systems, Camera Systems, Level, UI Design
TECHNICAL: Unity 3D, Unreal 4, C#, C++, Blueprints, Python
BONUS: Adobe Creative Suite, Autodesk Maya, Blender, Trello, Visual Studio, Microsoft Office, Google Docs, Perforce, PlasticSCM, Git, Unity Collaboration, Avid ProTools, Apple Logic Pro X, Final Cut Pro X

PROJECT EXPERIENCE

Unreleased | UE4 | PC |Zygobot| Technical Game Designer   April 2021 – Present
- Design and implement combat systems.
- Design and implement menu systems.
- Create save and load system.
- Create ability system.

Unreleased | UE4 | PC |Zygobot| Technical Game Designer   Febuary 2021 – Present
- Design and implement puzzle systems.
- Design and implement health system.

In Ignoto | Unity | PC | Full Sail | Technical Game Designer   Febuary 2019 – April 2020
- Designed new control system for better control over the player character.
- Designed weapon system with a focus on unique attributes for each weapon, and ease of use for the player.
- Designed camera system to make sure the player can see whats ahead.
- Programmed save/load system, game manager, weapon system, audio system and health system in Unity C#. Managed and helped others with scripting as well.
- Created user interface for health system and weapon system and made sure that it was always visible for player.
- Designed the audio to give the player a sense of unease.
- Hunted down bugs and fixed them in order of severity from major to minor.

Scraps | Unity | PC | Full Sail | Level Designer   June 2018 – Febuary 2019

- Created the first platforming level with a focus on introducing the player to the game.
- Programmed pickups, door triggers, traps and UI communication.
- Worked alongside other level designers, and communicated with them to connect the levels seamlessly.

Leave It Behind | Unity | PC | Full Sail Game Jam | Lead Designer   Febuary 2019
- Fully created my own game, within a month, for a in school game jam based on the theme of leave it.
- Designed and implemented multiple levels, weapon system, camera system, audio system, player controls and UI.
- Programmed everything in Unity C#.

City 5 Pitch | Full Sail | Researcher and Editor   January 2019
- Helped group with researching a possible game for a request for proposal.
- Edited voice over for presentation.
- Edited rough draft video and final video for proposal.

WORK EXPERIENCE

Zygobot – Technical Game Designer   February 2021 – Present

City Church – Broadcast Engineer   August 2018 – Present

Contract Labor – Lighting Engineer   July 2011 – October 2018

EDUCATION

Full Sail University – Master of Science in Game Design   Currently Attending

Full Sail University – Bachelor of Science in Game Design   April 2020
- Valedictorian
- Course Directors Award