

Kasan K. Wright

Contact Info

704-1873 Nelson Street
Vancouver, BC, V6G 1M9
1-778-322-5300
kulimar@gmail.com
<http://Kulimar.com>

Summary

A Game Designer and Story World Developer with 3 shipped titles (PS3, X-Box 360, Wii, and PS2), and 4+ years of industry experience.

Key Skills

Level Design
Scripting
Scenario / Mission Design
Gameplay Challenge Design
Story World Development
Design Documentation
Story Writing
Concept Art

Game Credits

Unannounced (PS3 title)
Crash: Mind Over Mutant
Crash of the Titans
Clockwork Cannons
Seda:X² Prototype

Job Status

Currently Employed by:
Radical Entertainment

Resident Status

U.S. Citizen
Canadian Resident
Willing to Relocate

Game Industry Experience

System Design, Level Design, and Scripting

Activision Blizzard / Radical Entertainment, 2008-2010
Unannounced Project (Action-Platformer) PS3-Wii-X-Box 360

- Co-Designed the framework for the game (the central goals, conflicts, and core gameplay the player uses in order to progress).
- Produced over 100 detailed paper maps for the construction of game levels and challenges.
- Acted as a key design point person during a crucial team and management transition, accommodating a large portion of the team with information, updates, and direction.
- Acted as the key design point of contact for the creation of many levels in the game and for all of the game's scenarios.
- Wrote and helped maintained the second draft of the game design document that was used for the majority of the project.
- I established an ideation process for quickly producing lots of unique and engaging ideas, which was used by the team in pre-production.
- Scripting Support for: Narrator, NIS, Props and Enemy placement and spawning.

Level Design and Scripting

Vivendi Games / Radical Entertainment, 2007-2008
Crash Mind Over Mutant (Action-Platformer) Wii-PS2-X-Box 360

- Design scenarios and created paper maps and level documentation for roughly 65% of Mind Over Mutant levels on an extremely short timeline of 5 months, working closely with greyblock artist, modelers, and lighters to realize the gameplay vision.
- Did roughly half the scripting for Crash Mind Over Mutant. I scripted missions, props and enemy spawning, NIS events, tutorial narration, music and sound, and puzzle and combat logic.
- Trained and led a team in the scripting of the game.

Scripting and Design Support

Vivendi Games / Radical Entertainment, 2006-2007
Crash of the Titans- (Action-Platformer) Wii-PS2-X-Box 360

- Designed and scripted all of the mini-games for Crash of the Titans, taking the assets and code already in the game, and creating 20 engaging mini-games from scratch, creatively solving implementation problems along the way.
- Scripting, and prop tuning and placement.
- Minor level design work.

Additional Studies

Comic Production Workshop
Figure and Portrait Drawing
Ruby Scripting

Hobbies and Interests

Playing games (RPG; Action)
Reading (Directing, Art, etc.)
Composing Original Music
Prototyping Game Systems
Story Writing
Drawing Manga
Playing Piano

Fav Games (All-Time)

Final Fantasy VI
Chrono Trigger
Metal Gear Solid
Golden Eye
SF: Alpha 3
Mario 64

Fav Games (Current)

Borderlands
Demon's Souls
Naruto Storm
Uncharted 2
Persona 4

References

Available Upon Request

A portfolio of my Game Design work is available at:

www.Kulimar.com

Additional Relevant Experience

Designer Generalist

AI-Vancouver Burnaby / Team Ballistic, Jan-Sept 2003
Clockwork Cannons- (Unreal Tournament Mod) PC

- Worked with a team of 12 for approximately 8 months to complete an Unreal Tournament 2003 Mod which won 'Best Mod', 'Best Vehicle', and 'Best Voice Pack/Audio' in the 'NVIDIA Make Something Unreal Contest' (<http://www.planetunreal.com/clockwork/>).
- Responsible for creating and pitching the concept document, contributing to the design of the game's structure, maintaining the design document, testing the game, and creating the website and marketing materials.

Lead Designer and Producer

Liquid Moon Studios, 2002-2003
Seda:X² Prototype

- Ran several independent creative projects and led a very large student team (around 64 students) towards the creation of a prototype for a game IP I developed titled Seda: X2
- Created pitch documents and presentations to communicate the game vision.

Education

Art Institute of Vancouver

Game Art and Design Foundation and Masters Program
May 2002 Jan 2004

- Studies included; game development production, project management, business for games, character dialogue writing, audio and sound application theory and practice, C++ programming, and motion capture.
- Graduated with a diploma in Game Art and Design Foundation and Masters.

Central Piedmont Community College

Computer Science
Aug 2001 April 2002

- Primary studies included: C, C++, and foundational English and mathematic courses.
- Electives included recording arts, design, music theory, and jazz piano.

Technical Skills (○ Well Versed) | (● Proficient)

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| ○ Lua Scripting | ● Adobe Photoshop |
| ○ Maya 9.0 | ● Adobe Illustrator |
| ○ Freemind | ● Adobe Dreamweaver |
| ○ Unreal Editor (3.0) | ● Word |
| ○ Microsoft Project | ● RPG Maker (for prototyping) |