

Steven Kastelec

Game & Systems Designer

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Find me on LinkedIn

Profile

A highly motivated game and systems designer passionate about creating new and engaging experiences. I'm always looking for new challenges to confront and excuses to expand my skill set.

Hard Skills

- » Unity Game Engine
- » Unreal Engine
- » C++, C#, Python
- » Unreal Blueprint
- » Maya, 3DS Max
- » Microsoft Office
- » Google Docs

Soft Skills

- » Communication
- » Time Management
- » Collaborative
- » Hard Working
- » Quick Thinker

Interests

- » Sports
- » Star wars
- » Marvel comics
- » Travel
- » World History
- » Part-Time Destiny Raider

References upon Request

Professional Experience

BattleGoat Studios / Junior Game Designer (Internship)

Galactic Ruler, Supreme Ruler | Summer 2019

- » Design and creation of UI, data file manipulation and Task management through the use of In-house tools
- » 3D asset creation through kit bashing and assuring the quality and optimization of assets.
- » Properly convey ideas through the use of technical writing.

Gravy Boat Studios / Game Designer and Programmer

Certain Affinity Sponsored Challenge | September 2019 - April 2020

- » Documented technical research into First Person shooters and their mechanics.
- » Rapid Development of First Person Shooter Prototypes.
- » Designed and implemented UX/UI ensuring players were receiving proper feedback when playing.

Projects

Double Edge / Gameplay & AI Programmer

- » First person action game built with console in mind.
- » Conceptualized and implemented character combat mechanics with animation.
- » Conceptualized and implemented enemy pluggable AI using a scriptable object system.

Other Experience

Real Canadian Superstore / Clerk

- » Collaborate with a team of people to serve and create a positive experience for customers.

Education

Sheridan College | Honors Bachelor of Game Design
2016 - Present

Sheridan College | Art Fundamentals
2015 -2016