

Kasan K. Wright

Contact Info

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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

Prototype 2
Unannounced (PS3 title)
Crash: Mind Over Mutant
Crash of the Titans
Clockwork Cannons
Seda:X² Prototype
Profit Motive

Job Status

Currently Employed by:
Radical Entertainment

Resident Status

U.S. Citizen
Canadian Resident
Willing to Relocate

Game Industry Experience

Mission Design and Mission Scripting

Activision Blizzard / Radical Entertainment, 2010-2011

Prototype 2 (Openworld Action-Platformer) PS3-X-Box 360

- In charge of the first pass brainstorming and design on most of the story missions in the game and worked with the lead designers to iterate, improve, and document the final missions in detail.
- Scripted 11 story missions in the game, coordinating and communicating with world artist and prop artists, combat designers, AI programmers, and other disciplines to ensure missions came together and were meeting their gameplay and quality goals.
- Generated many ideas and did the first pass design and documentation on Openworld gameplay mission types.
- Involved in various design support, such as documentation of features, story and dialogue writing support, creation of document templates, and general ideation and design as needed for the production staff.
- Provided extensive feedback on all aspects of the project and worked with members of the team to resolve problems wherever they arose, regardless if they were inside or outside of my discipline.

System Design, Level Design, and Scripting

Activision Blizzard / Radical Entertainment, 2008-2010

Unannounced Project (Openworld 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.
- I was 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.

Additional Studies

Economics
Scripting and Programming
Comic Production
Life Drawing

Hobbies and Interests

Playing games (RPG and 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 1 and 2
Uncharted 2
Persona 4

References

Available Upon Request

A portfolio of my Game Design work is available at:

www.Kulimar.com

Game Industry Experience cont'd

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 Relevant Design 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 (<http://kulimar.com/gallery.html>)
- Created pitch documents and presentations to communicate the game vision.

Lead Designer, Writer, and Scripter

Profit Motive, 2010-2011

RMVX Prototype

- Co-created the IP, developed the story, wrote the dialogue, co-designed the battle system, and scripted all missions and battles in the game demo. (<http://www.rpgmakervx.net/index.php?showtopic=32972>)

Find out more about me by
visiting my blogs:

<http://artofip.wordpress.com/>

<http://kulimar.livejournal.com/>

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)

Lua Scripting
 Maya 9.0
 Freemind
 Unreal Editor (3.0)
 Microsoft Project

Adobe Photoshop
 Adobe Illustrator
 Adobe Dreamweaver
 Microsoft Word
 RPG Maker VX (for prototyping)
 Perforce