

# Kevin Chandler

Senior Technical Game Designer | Unreal Engine 5 | Game, Systems & Level Design | Gameplay Scripting

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## EXPERTISE SUMMARY

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- AAA and indie credits include: *Wreck Runners*, *The Outer Worlds 2*, and *Star Wars: The Old Republic*
- 15 years of game development experience in design, technical design and leadership roles
- Deep **Unreal Engine 4 & 5 expertise**: Blueprinting, Gameplay Ability System, AI/Blackboard, Animation Blueprints, Niagara, Sequencer, Material Creation, VFX, Level Design Tools, and C++
- Designed and **shipped 10+ core gameplay systems** for multiplayer, live-service, and co-op titles including vehicle combat, progression/economy, NPC, combat, UI, and interaction systems
- Proven technical lead: **directed cross-disciplinary teams** of up to 10 animators and engineers; mentored designers on Blueprint best practices and built content creation pipelines
- Grew a level design department from **2 to 8 designers**; established pipelines and best practices adopted across the studio
- Led prototyping teams that **secured \$2 million in client contracts** through rapid demo development across design, art, engineering, and medical SME disciplines
- Authored an Unreal Engine **training curriculum used by 1,000+ students** covering level design, scripting, and technical art
- Tools & technologies: Unreal Engine 4/5, Unity 3D, C++, C#, Blueprints, Gameplay Ability System, Niagara, Sequencer, Visual Studio, Blender, Perforce, Git, Jira, Figma, Miro, Photoshop

## WORK EXPERIENCE

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### Senior Technical Game Designer | Disruptive Games | Feb 2023 – Present

[\*Wreck Runners\*](#) — physics-based cooperative multiplayer vehicle extraction game

- Designed 10+ core gameplay systems including vehicle combat, progression and economy, NPC behavior, Menus and HUD systems, and interaction systems
- Created a performant multiplayer vehicle combat system with damage-point repair mechanics, internal tools for applying the system to multiple vehicle types, and VFX feedback communicating vehicle damage state
- Designed and prototyped a novel vehicle health system with associated HUD elements communicating both vehicle health and repair-point status to players
- Prototyped obstacles, traps, and traversal challenges leveraging Unreal Gameplay Ability System and Blueprinting
- Built designer-facing tools for rapid content creation; mentored designers on Blueprint best practices and established content pipelines for the project

### Codev Contract — Obsidian Entertainment

[\*The Outer Worlds 2\*](#)

- Designed a third-person camera and control system integrating cleanly with the game's existing first-person gameplay
- Led a cross-disciplinary team of 10 animators and engineers to implement third-person animations, camera controls, and gameplay mechanics
- Collaborated with Obsidian stakeholders to resolve gameplay conflicts between first- and third-person modes
- Developed an interaction system solving common third-person object interaction problems; system adopted for use in future Obsidian projects

### Senior Game Designer / Manager, Level Design | Level-Ex | Aug 2021 – Feb 2023

- Grew the level design department from 2 to 8 designers; established content creation pipelines and best practices across the team
- Led cross-disciplinary prototyping teams (design, art, engineering, medical professionals) that secured \$2 million in client contracts through rapid demo development
- Translated real-world surgical procedures into playable, accessible interactive experiences for non-technical audiences
- Designed multi-user synchronized training scenarios with simultaneous object manipulation, playable online across mouse/keyboard and touch screen platforms

- Partnered with physicians to translate the complexities of medical procedures into games that respected clinical accuracy while remaining playable by novice users

**Lead Designer** | nonPareil Institute | Mar 2014 – Aug 2021

- Shipped three games on Steam and mobile using Unreal Engine 4 as lead designer and lead programmer for student teams, including [Light of Mine](#), a VR Horror game, and [Tekling](#), a 2D platformer for mobile and PC
- Designed a VR locomotion system for *Light of Mine* that minimized motion sickness effects
- Built internal tools in C++ and Blueprinting to accelerate designer content implementation
- Served as technical lead bridging clients and the design team, translating specifications into agile development tasks
- Constructed 30+ 2D and 3D levels across 6 games
- Authored an Unreal Engine training curriculum used by 1,000+ students covering level design, scripting, and technical art

**Level Designer** | EgoWall.com | Jun 2011 – Jun 2013

- Built a 3D user interface for a social networking website in Unity 3D; collaborated with the game designer to create and document game systems; managed the company's QA team

**World Designer** | BioWare Austin | Jan 2010 – Jan 2011

[Star Wars: The Old Republic](#)

- Using the Hero Engine, designed and scripted quests and combat encounters for a massively multiplayer title supporting millions of concurrent users
- Collaborated with narrative teams to iterate quest flow, pacing, and player experience

EDUCATION

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**Master of Interactive Technology, Digital Game Development** | Guildhall at SMU

**Bachelor of Arts, Journalism** | Baylor University