

# [CLAYTON KISKO]

[ckisko@gmail.com](mailto:ckisko@gmail.com)  
732.684.6468

[www.Claykisko.com](http://www.Claykisko.com)  
[www.linkedin.com/in/claykisko](http://www.linkedin.com/in/claykisko)

2139 W. North Ave #3  
Chicago, IL 60647

## [Objective ]

To achieve a position with a top end studio and make a 'AAA' game that pushes the envelope of interactive media using my six years of level and game design experience.

## [Career Skills]

- Level design
- Agile & Scrum Game Design
- Team Leadership
- Systems Design
- Character-Weapon-Object Design
- Design Documentation
- Game Board Design

## [Software Skills]

- 3DS Max, Maya, XSI
- Unreal Editor and Kismet
- Adobe Packages
- C++-XML-LUA-Visual Studio
- Warcraft 3 Editor-RPG Maker
- ZBrush

## [Employment History]

### Robomodo, 2008-Present

- o Game Designer
- o Lead Level Designer
- o Senior Level Designer
- o Level Designer
- o Junior Level Designer

## [Awards and Accolades]

### Game Developer Exchange (GDJ), 2007-2008

- Best board game design for *Temple Dash*.
- [http://www.gamecareerguide.com/features/366/student\\_postmortem\\_savannah\\_.php](http://www.gamecareerguide.com/features/366/student_postmortem_savannah_.php)
- Best digital game for *TANK!*

### IGDA Chapter Co-Founder, 2008

#### Dean's List, 2006-2008

#### DePaul University, 2010- Present

- Substitute taught the course *Introduction to Game Design*.
- Judged numerous DePaul game design finals.
- Reviewed and provided feedback to senior game design projects and portfolios.

## [Education]

BA in Interactive Design and Game Development, Savannah College of Art and Design (SCAD), 2004-2008

## [Career Related Work Experience]

### Tony Hawk HD – Designer (Level & Game), 2011-Present

- Responsible for leading and creating game play, game modes, and physics similar to *Tony Hawk 2X*.
- Led and completed the level design-to-art pipeline.
- Created milestone documents for each discipline to keep the game's vision and schedule intact.

### Design Consultant, 2011-2012

- Worked on *In Time* (IOS), next gen horror shooter, and various unannounced projects.
- Created GDDs and proposed new games based on the mechanics and vision of older games.
- Led a team into an extensive design analysis.

### Big League Sports (Kinect Title) - Game Designer, 2011

- Designed in great detail with UDK Kismet to script game mechanics and bring the game's vision to life.
- Worked closely with engineers to drive Kismet tools.
- Worked closely with the lead designer to perfect the game play feel and experience with the Kinect.

### Various Unannounced IOS Game Pitches – Designer, 2011-Present

- Created the game design, combat design, and single player progression documents.
- Produced pitch documents for potential publishers.

### Unannounced 2.5d side scroll platformer Title – Lead Level Designer, 2010-2011

- Worked with Unreal to develop next generation levels.
- Created player and level metrics as well as level and game design documents.
- Led the level design department.

### Shelved Tony Hawk: Shred Sequel - Senior Level Designer, 2010

- Trained and managed new hires.
- Led a scrum pod of artists and designers to create the showcase level for the game.

### Tony Hawk: Shred - Level Designer, 2009-2010

- Designed most of the snowboarding and skateboarding levels from concept to completion.
- Trained new hires to develop levels and led a scrum pod of artists and designers.

### Tony Hawk: Ride - Junior Level Designer & Game Designer, 2008-2009

- Designed levels from concept to completion.

### Madden 09 - Student/Intern, 2007-2008