[Clayton Kisko]

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[Objective]

- To work for and with a talented team using my 11 years of experience, creativity, collaboration, enthusiasm, and hard work to create and ship engaging and highly polished content for AAA games.

[Career Skills]

- 8 years of team leadership and design management
- 11 years of experience as a designer on AAA games.
- 15+ shipped titles (PC, Xbox 360, PS3, Mobile, Tablet, Facebook)
- Creating and managing live ops content for over 450k players
- World building, story, quest, achievement, and encounter design
- Creature and skill design
- Weapon systems, player progression systems, & player controls
- Level design (8 titles, 80+ levels)
- Free to play and social game design

[Software Skills]

- Visual and mid-level scripting
- Unity 3D and Unity Script
- Excel Scripting Expert
- C#, JavaScript, C++, XML, and LUA
- Unreal Editor and Kismet
- Adobe Packages
- 3DS Max, Maya, and XSI

[Career Related Work Experience]

ArenaNet– Guild Wars 2's Path of Fire and Living World Season 4 Episodes 2 & 5, Team Lead & Senior Game Designer, 2016-Present
- Lead a multi-disciplined team to deliver high quality content that meets the standards of a modern AAA MMO in an 11-month dev cycle.
- Drove creative solutions and problem solving to meet deadlines, a shrinking pool of resources, and an increasingly high bar of quality.
- Worked with rewards and commerce teams to design polished reward loops and in-game items to monetize which contributed to surpassing multiple revenue projections.
- Designed and implemented high-quality open world content that scales from 1 to over 100 players using our in-house scripting language.
- 44 public events, 15+ boss encounters, 36 vista cinematics, creature & resource spawning on 4 maps, map creation, and world building.
- Worked with marketing and community teams to deliver insightful, exciting, and eventful information to press and the GW2 community through interviews, online shows, forums, and event tours.

Glu Mobile – Deer Hunter 2016, Lead Designer, 2015-2016 (iOS, Android)
- Lead Content/Live Designer managing 7 designers shipping bi-weekly content by using creativity, analytics, and cost savings techniques.
- Led a multi-disciplined team and designed all the systems for a prototype that would lay foundations for future games.
- Created, and polished all weapon systems and the franchise's first ever set of PvP guns using analytics, spreadsheets, and excel formulas.
- Planned, developed, managed, and shipped 30+ regions, 60+ levels, and over 4,000 missions across multiple titles.
- Ownership of the live team's internal schedule, tools, and structure to increase efficiency across multiple disciplines including design.
- Used the successes and lessons from DH14 and Dino to establish the blueprint of DH16's single player and event content, laying a foundation for other designers while also cutting down the time to produce content by 50% without sacrificing quality.

Glu Mobile – Dino Hunter: Deadly Shores, Lead Designer, 2014-2015 (iOS, Android)
- Led and managed 3 designers shipping bi-weekly content with 100% timeliness, simultaneously leading the DH14 content team.
- Applied design practices from DH14 onto Dino to establish a content pipeline to help earn $12 mil in revenue and a 4.5 app store rating.
- Grew as a design manager by mentoring multiple designers, giving performance reviews, and establishing 1on1s to build communication.

Glu Mobile – Deer Hunter 2014, Lead Designer, 2013 – 2015 (iOS, Android)
- Led a design team of 5, releasing 70+ updates in 2 years with 100% timeliness, resulting in $50 mil in revenue and a 4.5 app store rating.
- Built a content plan that raised the daily revenue by 40% for 6 months.
- Established the blueprint for event-based content for future events that helped lift revenue by 45% on a monthly basis.

Jawfish Games Inc – Jawfish Words/Jawfish Poker/Jawfish Bingo, Senior Designer, 2012-2013 (iOS, Android, Kindle, Facebook)
- Led a multi-disciplined team as a Senior Designer for *Jawfish Words,* a multiplayer, social, and F2P game.
- Rapidly created and scripted prototypes for four future multiplayer games in various genres (trivia, rpg, puzzle) in Unity 3D.
- Learned the F2P process by designing and polishing reward and progression mechanics, and economies for two F2P multiplayer games.

Robomodo - Tony Hawk HD, Senior Designer, 2011-2012 (Xbox 360, PS3)
- Scripted all game play controls, all achievements, content on all 10 levels, and all the physics through Unreal Kismet.
- Led the design team for game design related downloadable content by managing junior designers and their work.
- Created milestone presentations for each discipline to keep the game's vision and schedule aligned and on target.

Robomodo - Big League Sports (Kinect Title), Game Designer, 2011 (Xbox 360)
- Designed and scripted five game modes and their AI, objectives, and player controls with Unreal Kismet.
- Worked closely with the lead designer to perfect the game play feel and experience with the Kinect using Unreal Kismet.

Robomodo - Shelved Tony Hawk: Shred Sequel, Senior Level Designer, 2010 (Xbox 360, PS3, Wii)
- Led a pod of artists and designers to design and implement the game's showcase level through Scrum management.

Robomodo - Tony Hawk: Shred, Level Designer, 2009-2010 (Xbox 360, PS3, Wii)
- Designed two snowboarding and six skateboarding levels from concept to completion using in-house tools.

Robomodo - Tony Hawk: Ride, Junior Level Designer & Game Designer, 2008-2009 (Xbox 360, PS3, Wii)
- Designed three levels and scripted all three of their game modes for each, from concept to completion using in-house tools.

EA - Madden 09, Student/3d Modeler Intern, 2007-2008 (Xbox 360, PS3)

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

[Awards and Accolades]
DePaul University, 2010-2012
- Substitute taught *Introduction to Game Design*.
- Reviewed, critiqued, and provided feedback to graduate game design projects and portfolios.

IGDA Chapter Co-Founder, 2008
Game Developer Exchange (GDX), 2007-2008
- Best board game design for *Temple Dash* and featured on Game Career Guide
- Best digital game for *TANK!*