**[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.

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| **[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!*