SKYLAR KELLEY (Sky)
Senior Combat Designer

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SkylarKelley.com
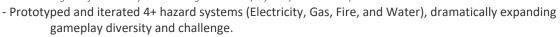*Currently Located in:*
Orange County, CA

Skills:

- FPS, 3rd Person combat systems, feedback, and feel
- Deeply aligned with industry trends and innovation
- Unreal 4, Unity, Radiant, Blizzard Proprietary Engine
- C#, C++, Java, Visual Scripting, State System Scripting
- Playtesting Iteration, Player Feel, Player Experience
- Console, PC, VR/XR Development, Mobile
- Networked Multiplayer Development

- Physics Rich Interactions and Mechanic Design
- Modular and Designer Friendly System Design
- Perforce, Github, Task tracking
- Documentation, Communication, and Presentation
- Creative, passionate, motivated, team player
- Modeling, 3D Level Editors, & Adobe Suite (2D)
- Other Languages and Software learned as needed

Professional Experience:

Senior Game Designer: @ Off Trail Games - Unannounced Multiplayer Puzzle Action (Contract)   *June '25 - July '25*
   Building core functionality and iterating intentional player experience with product owners.
- Prototyped and iterated 4+ hazard systems (Electricity, Gas, Fire, and Water), dramatically expanding
        gameplay diversity and challenge.
- Built 10+ networked features, including AI behavior, hazards with various changing states and behaviors,
        environment interactions such as doors, switches, cutable/freeable attachments, and a tool to precisely
        cut/destroy them, damageable fuel pipelines that can be toggled and leak, and more.
- Delivered rapid iteration cycles in a short contract setting. Submitting code on the first day to main,
        addressing and iterating 20+ rounds of player and team feedback to drive polish and engagement.
- Critiqued and improved 12+ core game mechanics, including camera behavior, character movement,
        player input, grabbing, throwing, and using objects, tools such as a cutting tool, grappling hook, jetpack,
        and flashlight, player systems such as energy and stamina, doors, and much more.

Combat Designer: @ Notorious Studios - Legacy: Steel and Sorcery (Contract)   *May '24 - May '25*
   Developing an iconic combat identity for a unque 3rd person PvPvE RPG with product owners.
- Implemented and iterated third-person action combat in Unreal Engine
        (including accessible FPS and Elden Ring–style melee) using Gameplay Ability System and Blueprints.
- Refined combat and player experience by implementing camera shakes, adjusting animation timings,
        collaborating on VFX/audio cues, rule consistency, and overall feedback loops.
- Designed, pitched, implemented and iterated weapons, abilities, combat mechanics, AI behaviors, and
        world systems in a networked live-service environment.
- Led AI/NPC development from concept to implementation, adjusting designs based on player feedback.
- Served as DRI for enemy AI/NPC development and balance, creating more responsive, challenging, and
        immersive combat encounters.
- Built, iterated, and shipped 50+ mobs and a boss fight, each with unique movesets and behaviors for diverse
        player skill requirements.

Combat Designer: @ Blizzard Entertainment - (Unannounced Survival Game) (canceled)   *Nov '22 - Apr '24*
   Delivering industry leading moment-to-moment gameplay.
- Collaborated with Directors, Product Owners, and team members to elevate overall player feel.
- Engineered a modular, designer-friendly weapon authoring system and shipped 30+ weapons,
        including advanced behaviors (controllable rockets, God of War–style axe).
- Documented hundreds of consumable items and weapons, and partnered with Engineering to build a flexible
        consumable item pipeline. (supporting hunger/thirst, throwables, channelables, deployables, etc.)
- Owned and maintained weapon and consumable pipelines, creating and updating combat balancing sheets
        to identify weaknesses and power spikes.
- Led dozens of playtests with stakeholders to iteratively refine game feel and maintain balanced combat

Combat Designer: @ Bladework Games - (Unannounced Project)
   (3D 3rd Person Action Brawler)
- Implemented and iterated core systems in Unreal 4 (C++ & Blueprints) and Unity (C#), including
   advanced player movement (vaulting, climbing, dashing, double jumping), projectile physics, melee
   combat, networked player states, and interactive elements.
- Prototyped and shipped features for a strictly server-authoritative, networked environment.
- Created functional prototypes for executives and product owners, with documentation detailing
   cross-departmental requirements.
- Organized and led stakeholder playtests to refine gameplay and align design goals.

VR Game Designer: "Detour Bus" - (Oculus "Meta" Sponsored)
   A VR roadtrip fullof nostalgia and toy like interactions! Think Hotwheels in VR
- Documented experience goals, core loops, level design, and player feedback requirements.
- Concepted, implemented, and iterated accessible VR movement/interaction mechanics based
   on playtest insights.
- Created 8 in-game event sequences, 4 levels, 8 carnival mini-games, and a boss fight, incorporating
   goal communication, particle effects, and a cohesive puzzle visual language.

Executive Producer, Developer, Artist: @ Banana Bird Studios - (Nintendo Switch, Xbox, PlayStation, PC)
   Discover the wonder of Maravilla Island in this wildlife photography game.

Intern Game Designer: @ Treyarch - (Practiced; Design, Documentation, and Development)
   Responsible for the Call of Duty franchise, Treyarch develops industry leading expereinces in the FPS genre.

CEO & Combat Designer: @ SDK Media LLC - (Professional Game Design and Development Contracting)
   Building Best in class gameplay experiences.

Education:

University of Southern California: Los Angeles, CA - Overall 3.52 GPA
   Princeton reviews #1 rated game design program.
BA: *Interactive Media and Games Design* - SCA - Work Applied 3.93 GPA
- Coursework included; Design Implementation and Theory, Documentation, Communication,
   Pitching, Critique, Iteration, Collaboration, Theme Park Design, Cinematography, Film Theory.
Minor: *Video Game Programming*
- Coursework included:
   C++, C#, Java, Algorithm Design, Vector Math, Physics, Data Management