Contact Me: (949)-701-7209 | SkylarKelley@gmail.com linkedin.com/in/skylarkelley

Combat Designer, Programmer, Artist

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:

Combat Designer: @ Notorious Studios - Legacy: Steel and Sorcery (Contract)

- 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) 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. March '21 - Nov '22

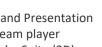
- Combat Designer: @ Bladework Games (Unannounced Project) (3D 3rd Person Action Brawler)
- 🏂 Bladework - Implemented and iterated core systems in Unreal 4 (C++ & Blueprints) and Unity (C#), including advanced player movement (vaulting, climbing, dashing, double jumping), projectile physics, melee combat, 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.







Currently Located in:

Orange County, CA





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 experiences in the FPS genre.

CEO & Combat Designer: @ SDK Media LLC - (Personal Development & Design 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









