



# SKYLAR KELLEY (Sky)

## Senior Combat Designer

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

#### **Game Feel Designer/Engineer:** @ Enver Studio - Fifa Heros (Contract)

*Developing new features on top of a production stage project directly with and for product owners + C suite executives.*

- Critiqued, iterated, and Implemented Camera, Character, and Controller feedback, behavior, and feel via; Haptics, Camera Shakes, for accessibility, intensity, and fun!
- Stood up 2 new game modes; gameplay and UI match flow for “Unannounced GameMode” & “World Cup” with networked lobby state, character selection, ready up timers, coin toss, stage progression, rewards.
- Implemented Emoji Spam feature earned on goals which enables the scoring player to spam their opponent with earned or purchased emojis. Adds directly to monetization strategy for the app.

Nov '25 - April '26



#### **Senior Game Designer:** @ Off Trail Games - Unannounced Multiplayer Puzzle Action (Contract)

*Building core functionality and iterating intentional player experience with product owners + C suit executives.*

- Prototyped and iterated 4+ world hazard systems (Electricity, Gas, Fire, and Water).
- Built 10+ networked features, including AI behavior, world hazards, stateful doors, switches, cuttable/freeable attachment points and a player tool to precisely cut/destroy them, damageable fuel pipelines that can be toggled and leak, and more.
- Delivered rapid iteration cycles, 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.

June '25 - July '25



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

*Developing an iconic combat identity for a unique 3rd person PvPvE RPG with product owners + C suit executives.*

- 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.

May '24 - May '25



#### **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

Nov '22 - Apr '24



**Combat Designer:** @ Bladework Games - (Unannounced Project)  
*(3D 3rd Person Action Brawler)*

March '21 - Nov '22



- 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.

April '20 - Mar '21



**VR Game Designer:** "Detour Bus" - (Oculus "Meta" Sponsored)

*A VR roadtrip full of 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.

Aug '19 - Sep '20



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

May '19 - Aug '19



**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.*

May '24 - Present



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

## 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; Game 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

Aug '17 - May '21

