

KALEB BROOKS

Portfolio: kalebbrooks.com

Linkedin: linkedin.com/in/kalebbrooks3/

GAME DESIGNER/TECH DESIGNER

Highly driven, professional-minded designer immersed in the games industry since 2021, shipping games full-time since 2024. Understands holistic facets of game development, with experience in technical design, programming, project / product management, asset integration, and level design. Hands-on experience designing and programming games from start to finish, including design of GDDs, LDDs, complex systems and economies, gameplay/combat loops and UI/UX design.

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TECHNICAL SKILLS

Unity and UE5 • C#/C++ and UE Blueprints • Jira • Figma • Postgres • Steam/EOS API • Git • Adobe Suite • Game Design Documentation • Product Management • Agile SCRUM • Level Design • Rapid Prototyping • Asset Integration • Holistic Design • 3D Modelling • Technical Design • Tool Design • Dedicated Networking

PROFESSIONAL SKILLS

Communication • Leadership • Innovation • Collaboration • Trained Artist • Trained Musician • Trained Facilitator

EXPERIENCE

LEAD GAMEPLAY AND TECHNICAL DESIGNER

Sickware Studios | 7/2025 - 8/2026 | *Pryizm Multiplayer - Prototype to Alpha*

- Led design on a multiplayer arena TPS across gameplay systems, AI, tooling, and technical design; sole owner of most systems shipped. 344 commits, ~29,000 lines of C++, 4th of 12 committers.
- Rebuilt the game's signature traversal from a client-side Blueprint prototype into a custom C++ movement mode with network prediction, retaining client-side feel under server authority and shipped 6 competitive game modes which utilize them.
- Built bot AI; custom off-mesh nav links let level designers extend bot mobility by placing actors.
- Built an in-editor telemetry pipeline over Postgres with in-level heatmaps, letting designers analyze data and balance levels without SQL or a programmer.
- Built a developer and spectator camera adopted team-wide for debugging and marketing capture.
- Designed a procedural IK system driving up to four mechanical limbs across climb and melee.
- Owned a 60+ page GDD and feature documentation across a team of ~6 full-time and 4-6 part-time developers.
- Authored the tutorial system end to end and validated it with telemetry into a 4-8 minute onboarding flow.
- Owned economy design for a skill-tree style battle pass, HUD and menu design in Figma, and the Kickstarter page.

GAMEPLAY DESIGNER/UNITY PROGRAMMER, CO-OP

Little Guy Games | 5/2024 - 8/2024 | *MLB: Home Run Derby VR - SEASON 3 SHIPPED*

- Designed a modern matchmaking system and ranked game play to make matchmaking/ranked play ~70% more accurate/fair.
- Created Excel sheets and 6 Monte Carlo Simulations to balance existing systems in preparation for a new season.
- Designed a dynamic tournament system that scales with player base.
- Worked on 3 pitch decks for Major League Baseball and developed 2 internal tools/technical guides to ease scope and timeline of development.
- Designed for Quest 3 Mixed Reality.

GAME DESIGNER, INTERNSHIP

GAME PILL | 10/2023 - 3/2024 | *HANGRY - SHIPPED (+OTHER PROJECTS)*

- Designed 12+ Random Encounters for open world title.
 - Tweaked enemy AI, behaviour states, and attack token system for hack 'n slash game title.
 - Designed a cooking minigame and 6 menu interfaces for shops.
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PREVIOUS WORK • Freelance Game Designer - 10/2022 - 2023
• QA Tester (Game Pill) - 4/2021 - 6/2021

EDUCATION

HONOURS BACHELOR OF GAME DESIGN
Sheridan College, Oakville Ontario | 09/2021 - 06/2025