

KALEB BROOKS

Portfolio: kalebbrooks.com

Linkedin: linkedin.com/in/kalebbrooks3/

GAME DESIGNER/TECH DESIGNER

Systems-focused designer who can implement what he designs. Immersed in the games industry since 2021, shipping games full-time since 2024. Experienced across systems and economy design, gameplay and combat loops, level design, UI/UX, and GDD/LDD documentation, with the technical depth to prototype, implement, and tune the systems designed. Hands-on building games start to finish, from concept and documentation through to shipped, data-validated features.

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TECHNICAL SKILLS

GDD/LDD Documentation · Systems & Economy Design · Holistic Design · Level Design · UI/UX Design · Asset Integration · Rapid Prototyping · Playtesting/Telemetry Analysis · Technical/Tool Design · Agile SCRUM · Dedicated Networking · Unity/C# · UE5/C++ & Blueprints · Jira · Figma · Postgres · Steam/EOS API · Git · Adobe Suite

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*

- Designed and shipped 6 competitive game modes, unifying three divergent objective implementations onto one model.
- Owned a 60+ page GDD and feature documentation across ~6 full-time and 4-6 part-time developers.
- Authored the tutorial end to end: design doc, gamemode, and a designer-facing trigger framework. Validated with telemetry into a 4-8 minute onboarding.
- Owned system and economy design for a skill-tree battle pass: balancing dashboard, unlock paths, and costs.
- Designed the HUD and menu suite in Figma with reusable styles and UX flowcharts.
- Redesigned the game's signature traversal, prototyping feel in Blueprint across playtests before rebuilding in C++ with network prediction.
- Built an in-editor telemetry pipeline with in-level heatmaps so designers answer balance questions without SQL or a programmer.
- Designed bot AI behaviour and vertical navigation; level designers extend bot mobility by placing actors, no AI wiring required.
- Built a developer and spectator camera adopted team-wide for debugging and marketing capture.

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