Carl D. Killian III

215 E. Saddle River Rd.
Saddle River, NJ, 07458
(214) 557-8803
KillianGames@gmail.com

Relevant Experience:

Game Designer & Project Manager, *Fantage.com*: Feb '13 – Mar '13
- Designed improvements, content, and events for virtual world *Fantage.*
- Refined monetization strategy and accessibility for IOS and Android titles.

Lead Designer, *Method Solutions*: April '11 – Jan '13
- **Titles:** *Viva! Mall, House M.D. Critical Cases*, *Yard Sale: Hidden Treasures*
- *"House"* a 1.5 Million MAU game developed closely with Ubisoft and NBC.
- Designed and Documented Core Gameplay and Social Features.
- Crafted and revised in-game text and story content.
- Scripted in JSON, AS, and PHP files to implement features and balance values.
- Coordinated localization endeavors.

Contract Level Designer / Writer, *Black Lantern Studios*: April '10 – June '10
- **Titles:** *Zhu Zhu Pets: The Wild Bunch (Wii / DS).*
- Wrote (story, tutorial, etc.) for both versions of the game.
- Platforming levels designed and prototyped in Adobe Illustrator for the Wii SKU.

Student Designer / Producer / ADR Director, *FIEA*: August '08 – December '09
- **Titles:** *Drifters, Defender Dib, 8 Rapid Prototypes*
- Designed mechanics and fiction for 10 games.
- Capstone Project, "*Drifters",* 2010 IGF Entrant.
- TorqueGB game "*Defender Dib"* featured on the GarageGames website.
- Worked on various design and development documents.
- Developed the bulk of the game fiction and wrote all in-game dialogue.
- Cast and coordinated voice talent and implemented work into game.

Other Notable Experience:
- Gamasutra design competitions, 2 winning submissions, 4 honorable mentions.
- 1 Summer working as an IT Intern for Cohen Specialists (AMEX, NYSE).
- 3 Years working as an IT Consultant for the Harvard Investors Group.

Education:

University of Central Florida December '09 (Graduation Date)
Florida Interactive Entertainment Academy
Masters of Science, Interactive Entertainment

Roger Williams University May '08 (Graduation Date)
Bachelor of Fine Arts, Creative Writing (Theater and English Minors)
- Thesis Topic - "Video Games as a Literary Medium"
  - Won "Thesis with Distinction" honor.
- President/Founder, Alternative Entertainment Club
  - Led group of 40+ students.
  - Won "Club of the Year" award 2007.
- Contributing editor and co-founder of student literary magazine.

www.CarlKillian.com

Skills:

Level and Game Editors:
UnrealEd3 / UDK (Kismet)
Unity
G.E.C.K.
Aurora (NWN) Toolset
Gamebryo
  (Scene Designer)
StarCraft 2 Galaxy Editor
Panda3D
Torque Game Builder

Compilers / Languages:
Visual Studio
Flash Develop
Python
C++
Unreal Script
ActionScript
JavaScript

Version Control Software:
Perforce
Tortoise SVN

Task and Bug Tracking:
Redmine
TechExcel DevTrack
Hansoft 7

Additional Software:
Adobe Suite
  (Illustrator, Premier,
Audition, Fireworks, etc.)
Microsoft Office
  (Excel, Visio, Word, etc.)
Autodesk Maya / Max
FMOD Designer
Apple Final Cut Pro

Additional Skills:
Agile Scrum (uncertified)
Creative Writing
Copy Editing
Japanese (Basic)
Voice Acting & ADR