

KANEDA MASKELL

Experienced Level Designer / Artist

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KEY WORK EXPERIENCE

Fatshark (2018-present)

Darktide - Level Artist

- Detail pass
- Lighting pass
- VFX pass

Vermintide 2 - Level Artist

- Detail pass
- Lighting pass
- VFX pass

Avalanche Studios (2011-2018)

Rage 2 - Level Designer

- Open world and mission locations design and implementation
- MBTV lead designer
- Boss encounters design and implementation
- Faction narrative and rule set creation

Just Cause 3 Bavarium Heist - Level Designer

- Open world gameplay locations design and implementation
- DLC challenge design and implementation
- Optimization pass on all locations

Just Cause 3 Mech Land Assault - Level Designer

- Terrain sculpted the DLC island
- Optimization pass on all locations

Just Cause 3 The Sky Fortress - Level Designer

- Open world gameplay locations design and implementation
- DLC challenges design and implementation
- Optimization pass on all locations

Just Cause 3 - Level Designer

- Open world gameplay locations design and implementation

Mad Max - Level Designer

- Open world gameplay locations design and implementation
- Boss encounters design and implementation

Splash Damage (2006-2008)

Enemy Territory Quake Wars - Production Assistant

- QA, Balance feedback, Community support

SKILLS

- Creating fun and engaging gameplay elements with existing content and systems
- Feature ownership
- Visual scripting (APEX Flow, Kismet, CryEngine Flowgraph)
- Event scripting (APEX) LUA scripting
- Detail / lighting / VFX pass
- Entity prefab creation
- Ability to learn tools and editors quickly
- Teamwork and Communication
- Ability to self-schedule and prioritize to meet deadlines
- Workflow improvements
- Mentoring
- Cross team feature implementation

TOOLS

- Apex, CryEngine, Dunia, Autodesk Stingray
- Perforce, Tortoise SVN, Hansoft
- Microsoft / Google Office Suite
- Dev Track, Test Track Pro, Mantis, Jira, Confluence, Trello
- Photoshop, Sony Vegas