

Kate Pitstick

Level Design & Set Dressing

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PROFESSIONAL EXPERIENCE

Smite- *HiRez Studios, Action MOBA, Level Designer*

Siege Responsibilities

- Level design and prototyping
- Kismet scripting events
- Set dressing, lighting
- Work closely with design and programming team to create and refine a new game mode, including adjustments to respawn times, central capture point functionality, and gold spooling

Tutorial

- Create a tutorial level that would teach the basic skills needed to play most game modes
- Continue to develop and evolve tutorial to fit changing game mechanics and needs
- Kismet scripting for combat and events
- Write script for voice overs, subtitles, instructions, help tips, and on-screen UI alerts
- Set dressing and lighting (non- Joust map version)
- Work with programmers to develop new Kismet nodes for tutorial-specific features
- Work with design team to ensure tutorial meets new player experience needs
- Manage bug fixes and updates

Jungle Practice

- Create a small shooting range that allows players to practice fighting against jungle buff camps, minions waves, and enemy AI
- Level design and prototyping
- Kismet scripting for combat and events
- Write help tips for UI alerts
- Lighting and set dressing
- Manage bug fixes and updates

Assault

- Work with players to create a map and game mode to satisfy requests for an “All Random, All Middle” gamemode
- Level design and prototyping
- Kismet scripting for events
- Lighting and set dressing
- Work with programming team to make adjustments for respawn, shop mechanics, gold spooling, and recalling

Other

- Work with programming and environment teams to develop tech and art needed for spectator camera views
- Implement spectator views for all maps
- Manage bug fixes for all maps
- Implement map guides to help direct new players to important map locations

Tribes: Ascend- *HiRez Studios, FPS, Level Designer*

- **[Arena]** – Air Arena, Lava Arena, Walled-in (port), Hinterlands, Fraytown, Whiteout, Undercroft
- **[TDM]** – Inferno, Miasma, Nightabatic, Outskirts
- **[CTF]** – Canyon Crusade Revival
- **[CaH]** – Adapted existing CTF/TDM maps into capture and hold maps
- Level design and prototyping
- Inventory station, player spawn, and volume placement
- Set dressing and lighting

- Kismet scripting for cinematic and combat events
- Work with environment team to make theme decisions, adjustments, and optimizations
- Make viable ports of classic Tribes maps, and adapt them to fit Ascend's mechanics and physics
- Manage bug fixes
- Community interaction for map development and event coordination

Global Agenda- *HiRez Studios, MMO, Level Designer*

- **[PvE]** - Bolonov's Entourage, Recursive Communications, Terminus Waterstation, 28 Nights Later, Canyon Encampment
- **[PvP- Control]** - Magmarock
- **[PvP- Push]** - Toxicity, Haulin' Acid (inherited control)
- Level design and prototype single player, co-op PvE maps, and multiplayer PvP maps
- Manage layout revisions and bug fixes for previously shipped maps
- Set dressing and lighting
- Kismet scripting for cinematic and combat events
- Work with environment team to make theme decisions, adjustments, and optimization
- Developed new character suit dyes for customization
- Assisted in developing quest hugs and story locations for Open Zones
- Wrote quest dialogue for much of the Recursive Colony Expansion
- Worked with Community Manager to organize and run special events

SKILLS

Level planning, flow, and prototyping	Kismet scripting for cinematic and events
QA and manage bug fixes for maps	Work independently to meet deadlines
Map set dressing & lighting	Community interaction
Quickly & proficiently iterate on design	Writing and Organization skills

SOFTWARE PROFICIENCY

Unreal Engine (UE3/UDK), Unreal Kismet & Matinee editors, Photoshop, Perforce, GoogleDocs, Trello

FAMILIAR WITH:

Unreal Engine 4, Visual Studio Express 2013, OnTime, 3DS Max, Maya, Illustrator, World Machine, Skyrim Creation Kit, Dunia Engine

EDUCATION

BFA, Interactive Design & Game Development
 Architectural History (minor)
 The Savannah College of Art & Design
Magna cum Laude, Department's Outstanding Academic Achievement Award