

# Kate Pitstick

Level Design & Set Dressing

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## PROFESSIONAL EXPERIENCE:

### Motiga: Senior Level Designer, 2015

- **Gigantic** (*third person action MOBA*)
  - Maps: Tutorial; inherited control on all existing released and WIP maps
  - Responsibilities:
    - Tutorial development- Plan & Kismet script a basic tutorial to introduce game mechanics; manage flow and events, write VO script and UI alerts/help text, assist with the development of the new player experience and progression
    - Address bugs, balance issues, and flow on existing maps; improve layout and collision
    - Level pre-planning, design, basic set dressing, blocking-volume collision placement, basic lighting, basic post process, Kismet scripting
    - Set standards for environment assets with regards to jump-height ledges, camera ceilings, super jumps, and more; updated and maintained documentation on levels, best-practices documents, work-flow, and more
    - Interacted with the community via forums and voice chat to gather feedback on map changes and iterations

### HiRez Studios: Level Designer, 2010-2015

- **SMITE** (*third person action MOBA*)
  - Maps: Assault, Basic Tutorial, Jungle Practice, Siege
  - Responsibilities:
    - Tutorial development- Plan & Kismet script a basic tutorial to introduce game mechanics; manage flow and events, write VO script and UI alerts/help text, assist with the development of the new player experience and progression
    - Level pre-planning, design, set dressing, blocking-volume collision placement, basic lighting, basic post process, Kismet scripting
    - Work closely with programming team to adjust monster respawn times, player respawn times, gold acquisition, and other details to develop the Assault and Siege game modes
    - Address bugs and balance issues on all maps, improve set dressing and lighting as art style progressed and changed
    - Develop spectator-friendly views of all multiplayer maps
- **Tribes: Ascend** (*First Person Shooter*)
  - Maps: Air Arena (ported legacy map), Lava Arena, Hinterlands, Walled-In (ported legacy map), Fraytown, Lockdown, Whiteout, Nightabatic, Inferno, Miasma, Outskirts, Canyon Crusade Revival (adapted legacy map), Terminus
  - Responsibilities:
    - Level design and layout, playspace blocking, basic lighting, basic post process, set dressing, placement of inventory stations/ spawns/ base assets, Kismet scripting
    - Work with the Environment Art team to make adjustments, theme decisions, and performance optimization
    - Make viable ports of classic Tribes arena and CTF maps, and adapt them to fit Ascend's mechanics and physics
    - Interact with the community for map feed back
    - Manage bug fixes for maps

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- **Global Agenda** (*Third Person Shooter MMO*)
  - PvP Maps: Toxicity, Haulin' Acid (inherited), Magmarock
  - PvE Maps: Bolonov's Entourage, Recursive Communications, Terminus Waterstation, 28 Nights Later, Canyon Encampment
  - Responsibilities:
    - Design and developed single & multiplayer level layouts, play space blocking, basic lighting, basic post process, set dressing, Kismet scripting
    - Revise and improve layout designs on previously shipped PvP & PvE maps, including Trafalgar, Osprey Arena, the intro tutorial missions, and more
    - Wrote NPC dialogue for Global Agenda: Recursive Colony open-world expansion, developed instanced PvE levels to support story and quest elements of the game, and helped to create and script Open Zone events for PvE players
    - Work with Community Managers to help host in-game events

## SOFTWARE PROFICIENCY

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

*Familiar with:*

Unreal Engine 4, Visual Studio Express 2013, World Machine, Skyrim Creation Kit, Dunia Engine

## SKILLS

Level planning, flow, and prototyping	Map set dressing & lighting
Creating Kismet scripted events	Excellent written and verbal communication skills
Quickly & proficiently iterate on design	Excellent organizational skills
Manage bug fixes & improvements to existing maps	Ability to work independently to meet deadlines

## EDUCATION

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