

Kieran Peasley

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OBJECTIVE

I am a Game Designer with professional game development and team management experience looking for an internship or full-time position in a design role at a game development studio.

WORK EXPERIENCE

Game Designer, Great Lakes Reality Labs

September 2021-Present

Since September of 2021 I've worked as a Game Designer at Great Lakes Reality Labs, helping to design educational games, training tools, and simulations for various clients. My work has mainly consisted of writing proposals, design documents, and presentations for the companies many projects. Great Lakes Reality Labs primarily uses Unreal Engine to develop applications for PC, Mobile, and VR.

Technical Designer, Games for Entertainment and Learning Lab

May 2018-May 2019

As a Technical Designer for the Games for Entertainment and Learning (GEL) Lab I was primarily responsible for the design and programming of two games projects:

- **Island Saver** is an endless runner mobile app created for Michigan State Federal Credit Union, designed to introduce children to basic concepts of financial literacy by encouraging them to save coins gathered during runs so they increase in value. I was involved in the design and prototyping of the games structure, character movement systems, and obstacles
- **When Rivers Were Trails** is a narrative driven game developed for Elizabeth Lapensee with \$100,000 of grant funding from the Native American Land Tenure Foundation, designed to teach players about indigenous American culture and history. I developed the games hunting and fishing minigames and worked with writers and other designers to help create a cohesive narrative.

I've also helped the GEL Lab pitch games to clients, present games at various showcases, and I helped instruct the Advanced Game Design course for MSU's 2018 Media Summer Camp.

Teaching Assistant, Michigan State University

January 2020-May 2020

As a Teaching Assistant for Jeremy Gibson Bond's MI455 Game Design and Development class I was responsible for helping students develop their ideas and create rapid prototypes of their games, with a focus on what makes their ideas engaging and unique.

SKILLS

Game Design and Development

- Systems design and level design
- Rapid prototyping
- QA/Bug testing and documentation
- Visual storytelling and narrative Design
- Team Management

Software and Technical Skills

- Unity game dev software
- C# and C++
- Adobe Photoshop
- Autodesk Maya
- Unreal game dev software

EDUCATION

Michigan State University

Graduated Fall 2019

- Bachelor of Arts in Media and Information, Minor in Game Design and Development (ranked #7 in the US by Princeton Review and #3 by 80.lv.), and Minor in Computer Science