

Billy Kane

Technical Game Designer



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Design Skills

- ✓ Technical Design
- ✓ Combat Design
- ✓ 3Cs (Character, Controls, Camera)
- ✓ Level Design
- ✓ Design Documentation

Unreal Skills

- ✓ Unreal Blueprints
- ✓ Unreal UMG
- ✓ Animation Blueprint
- ✓ Behaviour Trees
- ✓ Editor Utility Widgets
- ✓ Wwise Integration
- ✓ Blueprint Teaching & Support

Software

- ✓ Unreal Engine
- ✓ Adobe Photoshop
- ✓ Perforce/GitHub
- ✓ Office Suite
- ✓ Jira/Teams

Accolades

Outstanding TIGA Graduate Designer 2021

Languages

English (United Kingdom)

Industry Experience

Game Designer

Nov 2022 – Present

Supermassive Games

Unannounced Survival Horror IP

- Development and implementation of mechanics with full ownership including Melee and Ranged Combat on mechanic showcase prototypes.
- Restructuring and improvement of full systems built within Blueprints, aiming to improve their implementation, optimisation and readability.
- Improving and rebuilding mechanics with an emphasis on improved implementation pipelines for Level Designers, Audio and VFX.
- Leading discussions between Design and Programming to set up design best practices in Unreal Blueprints with programming support and evaluation.
- Documenting systems and mechanics for cross-departmental use.
- Implementation and housekeeping of custom UE tooling (EUW) for use by various departments.
- Provide technical support for Blueprints to multiple departments including Design, Audio, VFX and Programming.
- Implementing UI assets and UX design for HUD and menu systems, working alongside programmers using UMG.
- Consultation for other teams on Combat Design and 3Cs.

Announced Narrative Horror Game

- Level design and environmental mechanic implementation.
- Narrative and cinematic restructures to improve level pacing and aid cinematic team pipelines.

Education

MA Game Design

Sept 2021 – Sept 2022

Teesside University

First Class

- Specialised in Unreal Engine 5 prototyping.
- Researched and applied melee Combat Design to projects.

BEng Game Design

Sept 2018 – July 2021

Staffordshire University

First Class

- Learnt and applied Blueprint skills for Unreal Engine prototyping and game development.
- Improved, practiced and applied documentation and paper design skills.