

Kenneth Velazquez

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Portfolio: www.kennethvelazquez.com

Technical Level Designer

Technical Level Designer with hands-on experience designing and publishing playable levels in Unreal Engine and UEFN. Strong foundation in spatial design, player flow, encounter pacing, and environmental storytelling. Combat veteran with proven leadership, adaptability, and collaborative skills.

Education

University of Silicon Valley

B.A. Game Design (Storytelling Focus) — *Expected Sept 2027*

President, Veteran Club

Relevant Coursework:

Game Engine, Level Design, Interactive Design, Game Storytelling, Python Programming, Fundamentals of Computing, Autodesk Maya

Published Projects

Camuy Caverns — *Published Game (UEFN / Fortnite)*

- Designed and shipped a fully playable cave-based level that emphasizes exploration, verticality, and clear player navigation.
- Built critical paths with optional exploration routes, rewards, and combat encounters.
- Implemented environmental storytelling through lighting, landmarks, and spatial composition.
- Integrated dynamic audio and music transitions between exploration and combat modes.
- Tuned encounter placement and pacing to support tension, progression, and readability.

Experience

United States Army — Leadership Role

Fort Bliss, TX | 2014–2024

- Led diverse teams in high-pressure, time-critical environments
- Applied strategic planning, problem-solving, and adaptability transferable to game development workflows
- Mentored junior personnel, strengthening communication and team performance.

Technical Skills

Engines & Tools: Unreal Engine (UE5), UEFN, Unity, Maya, Blender, AutoCAD

Programming: Python, C++, JavaScript

Audio & Art: Photoshop, Audacity

Production: Adobe Creative Suite, Microsoft Office, Final Draft, Replit

Core Skills

Level layout • Player flow & pacing • Encounter design • Environmental storytelling • Iterative design • Team leadership