

Kenneth Velazquez

Fremont, CA

kenneth.velazquezmorales@gmail.com

LinkedIn: www.linkedin.com/in/kennethvm

Portfolio: www.kennethvelazquez.com

TECHNICAL LEVEL DESIGNER

Technical Level Designer with hands-on experience designing and shipping playable levels in Unreal Engine (UE5), UEFN, and Godot. Strong foundation in player flow, encounter design, spatial layout, and environmental storytelling. Combat veteran with proven leadership, adaptability, and collaborative team execution.

PROJECT EXPERIENCE

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

- Designed and shipped a fully playable cave level emphasizing exploration, verticality, and navigation clarity.
- Created a critical path with optional routes, rewards, and combat encounters to support player agency.
- Tuned encounter placement and pacing to reinforce tension, progression, and readability.

Wazz-Lock — *Published Game (Godot)*

- Designed and implemented a fully playable top-down dungeon crawler focused on fast-paced melee combat, player mobility, and encounter readability.
- Developed room-based progression with structured enemy encounters, AI state systems (idle, chase, attack), and controlled pacing to reinforce challenge and flow.
- Built core gameplay systems including dash/dodge mechanics, consumables, combat feedback, and run-based progression with persistent stat upgrades.

EDUCATION

University of Silicon Valley — B.A. Game Design (Storytelling Focus)

Expected Sept 2027

President, USV Veteran Club

Relevant Coursework: Level Design for Single Player Games • Game Engines • Game Systems Design • Interactive Design • Game Storytelling • Fundamentals of Computing • Digital Art for Production

EXPERIENCE

United States Army — Leadership Role

Fort Lee, VA | 2014–2024

- Led teams in high-pressure, time-critical environments.
- Applied structured problem-solving and planning to game development workflows.
- Mentored personnel to enhance communication, performance, and team cohesion.

TECHNICAL SKILLS

Engines & Tools: Unreal Engine 5, UEFN, Godot, Unity, Maya, Blender

Programming: C, Python, C++, JavaScript

Scripting: Blueprint (UE5), GDScript (Godot)

Level Design: Player flow, encounter design, pacing, spatial layout, readability

Audio & Art: Photoshop, Audacity

Production: GitHub, Trello, Adobe Creative Suite

CORE SKILLS

Level Layout • Player Flow & Pacing • Encounter Design • Environmental Storytelling •
Iterative Design • Team Leadership