

# Kenneth Velazquez

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**Portfolio:** [www.kennethvelazquez.com](http://www.kennethvelazquez.com)

## Level Designer

Level Designer with experience designing and publishing levels in Unreal Engine and UEFN. Skilled in spatial design, player flow, encounter pacing, and storytelling. Combat veteran with leadership, adaptability, and teamwork skills.

## Published Projects

**Camuy Caverns** — Adventure RPG (UEFN / Fortnite)

<https://www.fortnite.com/play/island/9380-8350-4061>

- Designed and shipped a fully playable cave level featuring over 15 handcrafted encounters and multiple exploration routes.
- 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** — Action Roguelike (Godot)

<https://rubber-ducky-therapy.itch.io/wazz-lock>

- Designed and implemented a fast-paced dungeon crawler focusing on melee, mobility, and clear encounters.
- 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, including dash/dodge, consumables, combat feedback, and run-based progression with persistent upgrades.

**Star Wars: Arena of the Force** — Tactical Combat Experience (UEFN / Fortnite)

<https://play.fn.gg/island/5363-2212-0638>

- Designed and published a fully playable Star Wars-inspired combat experience focused on immersive sci-fi environments, cinematic encounters, and objective-based gameplay.
- Created dynamic combat scenarios featuring blaster firefights, exploration elements, and progression-driven encounters to reinforce player engagement and replayability.
- Tuned level pacing, enemy placement, and interactive gameplay systems to deliver a fast-paced multiplayer experience with strong visual storytelling and strategic combat flow.

## **Education**

University of Silicon Valley

**B.A. Game Design** (Storytelling Focus)

Expected Sept 2027

President, Veteran Club

## **Experience**

United States Army - Leadership Role

Fort Bliss, TX | 2014–2024

- Led diverse teams in high-pressure, time-critical environments
- Applied mission planning principles to iterative level design, rapid problem solving, and cross-functional collaboration within game development projects.
- Mentored junior personnel, strengthening communication and team performance.

## **Technical Skills**

### **Level Design**

- Encounter Design
- Blockouts
- Whiteboxing
- Player Flow
- Environmental Storytelling

### **Game Engines**

- Unreal Engine 5
- UEFN
- Godot
- Unity

### **Scripting**

- Verse
- Python
- C#
- JavaScript

### **Tools**

- Maya
- Blender
- Photoshop
- Git
- Perforce
- Trello
- Visual Studio