

KYLE MICHAEL BIERY

Narrative / Level Designer

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Imaginative, dedicated, and team-minded Game Designer specializing in quest and level design as well as lore building. Passionate about creating an impactful and engaging experience for the player through narrative influenced level and experience design.

CORE COMPETENCIES

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|-------------------------------------|---------------|-------------------|
| MS Office | JIRA | Revision Control |
| Unreal Engine / Editor for Fortnite | Communication | Rapid Prototyping |
| Articy / Twine | Slack | Tea Connoisseur |

EXPERIENCES

- Shattered World: Level Designer
 - Objective: Create a full narrative experience in an environment with pre-built assets
 - Challenges Resolved: Solo development project with multiple levels in UEFN with little to no prior experience in this engine required extensive research at times of device function as well as experimenting with Verse code
- Petrichoria: Narrative Designer
 - Objective: Provide background lore for fantasy project to allow for players to learn about the world
 - Challenges Resolved: Frequent communication across time zones presented issues with timeliness but were resolved quickly after confirmation was received.
- Spirits of Summerland: Narrative Designer
 - Objective: Create Narrative for paranormal third person game focusing on post-death NPC quests
 - Challenges Resolved: Learning more about workflows of team development and necessary interactions between teams and assets.

GAME DEVELOPMENT EXPERIENCE

Game Designer & Writer

Oct 2018 – Present

- Developed nonlinear game designs using Twine, and accompanied game design documents with flowcharts that detailed different game loops as well as accompanying story details.
- Grey Box Level Design with focus on Quest Steps in mind
- Comfortable with both Solo and Team based design work

Game Tester & Reviewer

Oct 2018 – December 2022

- Play-tested 35+ game builds, including *Tomorrow Falls*, listed on Steam, over the course of two years through UX Labs as a gig worker.

WORK EXPERIENCE

Full Sail Support 1 (Remote)

Aug. 2023-Present

- Contact prospective students and assist upload of documents for Admissions, Salesforce documentation.
- Work with teammates over Slack communication channels on call projects to ensure that all numbers on Student files are called for the day and train new hires in work flows.

EDUCATION

Full Sail University, Winter Park, FL

- Master of Science in Game Design Oct. 2025
- Bachelor of Fine Arts in Creative Writing for Entertainment June 2020