# Kendall Snow

## Senior Level Designer

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## PROFESSIONAL EXPERIENCE

### Gravity Well - *Unreleased Title* — *Senior Level Designer* 2024-2026

Worked in Unreal Engine 5 to design and blockout levels for an unreleased third person shooter game; created top-down maps, and worked alongside engineers and encounter designers on initial encounters.

### Moonshot Games - *Wildgate* — *Level Designer* 2021-2023

Worked in Unreal Engine 5 to design the vast majority of POIs for Wildgate- a first person multiplayer shooter. Implemented enemies and initial encounters for those levels and ensured they were performant.

Maps

Ancient Vault, Colony Base, Coms Station, Emerald Hollow, Euphonic Orbs, Explorer, Juggernaut, Leech Nest, Long Hauler, Lost Battleship, Monolith, Rogue AI Containment, Science Station, Shard Cavern, Skull Rock, Spore Biome, Star Dock, The Obelisk

### Treyarch, COD Black Ops 4 | COD Cold War - *Associate Level Designer* 2017-2021

For both Black Ops 4 and Call of Duty I used the Radiant engine to design and set dress spaces for Zombies and Blackout modes.

Maps

**Design work:** Dead of the Night, Voyage of the Damned, Ancient Evil, Missile Silo, Zoo Re-Make, Assorted POI Clusters in Ruka, Golova, and Sanatorium

**Set Dressing:** Duga, Ruka, Golova, and Sanatorium

### Planet3 — *Level Designer* 2017

Worked alongside educators on a game meant to teach sciences to middle school age students while allowing teachers to assess student proficiency and progress.

### Gearbox Software, *Battleborn* — COGS *Level Designer* 2016

Helped with bug fixing, general testing, and developing potential new maps and game modes.

## EDUCATION

### Savannah College of Art and Design, Savannah GA 2012 -2016

BFA in Interactive Media Design and Video Game Development. Minor in Creative Writing.

## SOFTWARE

Unreal Engine 5, Blueprint, Radiant, Perforce, Adobe Photoshop and Illustrator, Maya, Jira, Miro

## PROFESSIONAL SKILLS

Clear communicator, highly positive, team oriented, creative thinker, strong interpersonal skills, effective public speaker, enjoys writing documentation