Kristoffer Castaldo

krisdesignsgames@gmail.com | (908)-577-2109 | krisdesignsgames.com | linkedin.com/in/kristoffer-castaldo

PROFESSIONAL SUMMARY

Driven and ambitious game designer with experience in level and system design utilizing Unity and Unreal Engine. Recognizes the importance of documentation and executes designs that benefit existing gameplay and improve player engagement. Strives to develop interactive systems that enable players to delight in their experiences, as well as foster community growth. Committed to building the best games possible through research, development, and teamwork.

SKILLS

- Unity & Unreal Engine
- Prototyping
- Gray-boxing/blockmesh
- Height mapping

- Design Documentation
- Mechanic & System Design
- Object Oriented C#
- Perforce & Git

- Cross-team Communication
- Leadership & Team Management
- Adaptability & Resourcefulness
- Time Management

- Jira & Confluence
- Microsoft Excel
- Devtrack
- Testrail & Shotgrid

EXPERIENCE

Sr QA Functional Tester | Activision | 4/2022 - Present
Call of Duty: Warzone Mobile | 4/2022 - Present
- Create and take ownership of daily test plans, Devtrack sweeps, and regressions and report results
- Manage Excel, Sharepoint, and Jira documentation for tracking various metrics of game data
- Collaborate with developers for Liveops and event based tasks across multiple builds and testing environments
- Review and edit bug reports submitted in Jira for formatting and clarity before submission
- Lead studio wide playtests and compile metrics on app performance
- Mentor and train fellow testers in new tools and facilitate growth within the team and company

QA Functional Tester I | Activision | 9/2020 - 4/2022 | *Call of Duty: Mobile* | *Call of Duty: Modern Warfare 2*
- Tested Liveops events, various maps and game modes, player/weapon customization, and UI features and functions for COD on Android and iOS phones, tablets, Xbox and Playstation consoles, and Windows PC
- Wrote and tracked bug and crash reports using Jira and DevTrack softwares
- Tracked device performance utilizing Game bench software for competitive analysis
- Led teams in testing new group content such as eSport tournament builds, Clan War events, and Zombies.

Assistant Lead Level Designer | Razer Edge Games | 10/2017 - 09/2018 | *Eden Falling* (PC)
- Assisted in department management by leading team meetings and weekly stand-ups, reviewing level submissions, and tracking task lists.
- Resolved team and design issues to assure quality of content and successfully meet milestones while keeping within project scope and budget.
- Collaborated with Artists and Designers to establish proper pipelines and design requirements in Unity.
- Trained internal staff members on development processes, work instructions, new custom software, and procedures to facilitate consistent and seamless operations.

Level Designer | Razer Edge Games | 07/2017 - 10/2017 | *Eden Falling* (PC)
- Designed, mapped, gray-boxed, and finalized both indoor and outdoor levels for gameplay utilizing custom assets, hand-sculpted terrain, and custom software in Unity.
- Built multiple environments that visually aided story telling to be used for marketing content.
- Created and edited height-maps using Photoshop to build to modify terrain in Unity.

Game Designer | Student Work | 2/2017 - 6/2017 | *Pathfinder 10k* - Unreal Engine 4 (PC)
- Designed and iterated on multiple physics based puzzles using Unreal editor and visual scripting/blueprints.
- Scripted multiple systems and overall control scheme using widgets enabling puzzle mechanics.
- Created a text overlay system that responded to player input and introduced new mechanics in a tutorial.

EDUCATION

Bachelor's of Science: Major in Game Design | Full Sail University | Graduated Salutatorian, 2017