

Kristoffer Castaldo - Game Designer

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PROFESSIONAL SUMMARY

Driven and ambitious game designer with experience in level and system design utilizing Unity and Unreal Engine 4. Recognizes the importance of and executes designs that benefit existing gameplay through mechanics, player dynamics, and visual storytelling. Committed to building the best games possible through research, iteration, and teamwork.

SKILLS

- Unity & Unreal Engine 4
- Jira & Devtrack
- Microsoft Excel
- Perforce & Git
- Design Documentation
- Object Oriented C#
- Prototyping & Gray-boxing
- Mechanic & System Design
- Cross-team Communication
- Teamwork
- Problem Solving
- Leadership

EXPERIENCE

Sr QA Functional Tester | Activision | 4/2022 - Present

Call of Duty: Warzone Mobile | 4/2022 - Present

- Lead Testers in daily duties through task delegation and by providing individual and team support
- Create excel documents for tracking various metrics of game data and playtest results
- Review and edit bug reports submitted in Jira for formatting and clarity before development submission
- Create daily reports on completed tasks and other updates to be sent to project management

QA Functional Tester I | Activision | 9/2020 - 4/2022

Call of Duty: Modern Warfare 2 | 1/2022 - 4/2022

- Tested new map features and functions on Xbox and Playstation consoles, and Windows PC
- Wrote and tracked crash and bug reports using Jira softwares
- Led small team of testers in daily testing duties

Call of Duty Mobile vers 7.0 - 14.0 | 9/2020 - 1/2022

- Tested new features and functions for COD Mobile on Android and iOS phones, tablets, and PC
- Wrote and tracked bug reports using Jira and DevTrack softwares
- Checked device performance utilizing Game bench software
- 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 gameplay and marketing content.
- Created and edited height-maps using Photoshop to build and modify terrain in Unity.

EDUCATION

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