

Kevin Readen (He/Him)

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SKILLS AND SPECIALTIES

Unreal Engine
Jira and Confluence
Agile and Scrum
Perforce Helix

Game Design Specialties:

- Champion/Class Design
- Combat Design
- System Design
- Narrative Design

PROFESSIONAL EXPERIENCE

Genpop Interactive

October 2022 - November 2024

Sr. Game Designer (October 2022 – November 2024)

Slimecore (PC, Consoles) UE5

- Led hero development for multiple heroes from initial concepts
 - Focus on combat feel and player-hero interface with robust controls and gameplay feedback elements
 - Large emphasis placed on empathetic, player-driven motivation and behavior
- Authored holistic design documentation for various fundamental game systems (e.g. Gamepad Layout, Quickchat, Ping, Keywords|Tags)
 - Emphasis on clear, specialty-agnostic documentation to generate buy-in and maintain alignment between teams
- Advised and mentored more junior members of the team in game design practices
 - Providing clear, constructive feedback to peers and seeking the same in turn
- Took an active role in game and system balance using feedback from players and peers in addition to collected engine/game data
- Helped build and streamline production pipelines for relevant design disciplines
- Maintained knowledge of contemporary trends, practices, and patterns in game design and the consumption of media

Hi-Rez Studios, Alpharetta, GA

July 2019 - September 2022

Game Designer, Evil Mojo (August 2021 – September 2022)

Paladins (PC, Xbox, Switch, Playstation) UE3

- Led design-side development from kit proposal to release of 7 new Champions in total, inheriting an additional 2 champions from other designers in the final iteration and refinement stages.
- Authored designs for *Paladins* game systems and features, most notably updated VGS (Voice Guided System), Inventory and Store rework, Favorite and Random Items, and Expanded Accolade systems. Collaborated on additional GDDs.
- Standardized format and rules for writing game terms and their functionality
- Revamped the *Paladins* Antiheal system, leading to increased player item variety and viability.
- Wrote scripts for and directed recording of 33+ Champion and skin voice packs.

Associate Game Designer, Evil Mojo (July 2019 – August 2021)

Paladins (PC, Xbox, Switch, Playstation) UE3

- Temporarily acted as lead for *Paladins* game design from April 2020 through the end of July 2020 while the rest of the team focused on an R&D project.

Associate Quality Assurance Analyst / QA Analyst, Titan Forge

Jan 2018 - July 2019

Realm Royale (PC, Xbox, Switch, Playstation), SMITE (PC, Xbox, Switch, Playstation) UE3

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY (Georgia Tech), Atlanta, GA

- B.S., Literature, Media, and Communication

Hobbies and Areas of Interest

- Content Creation (Twitch streaming, YouTube videos)
- Sports and Fitness (Soccer, Ultimate Frisbee, Tennis)
- Language Learning (French, German, Japanese)
- Fantasy (Books, TTRPGs, Shows and Movies)
- I also enjoy playing video games