

# JESSE KALB - LEVEL DESIGNER

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## Technical Skills

Level Design: Prototyping environment in both block out and detailing, Level flow and pacing, Gameplay systems (triggers, cut scenes, player control), AI placement; pathing and encounters, Level scripting, Concept and design documentation, Polishing and balancing.

Editors: Horizon, CryEngine, Anvil, Frostbite, UnrealEd, Unity, Dawn

Applications: Maya, 3ds Max, Adobe Photoshop, Adobe Illustrator, Visual Studio, Devtrack, JIRA, Perforce, Hansoft, Microsoft Office, Visual Studio

## Experience

### Eidos Montreal

December 2017 – Present

#### Level Designer

##### ***Unannounced Project***

- Planning and creating grey box layouts of maps
- Scripting and implementing combat, banter, exploration and events
- Collaboration with every department as well as my other designers to ensure all areas fit together smoothly, and meet the overall design pillars
- Iterate, test and fix issues on a daily basis to ensure the quality of my levels

##### ***Shadow of the Tomb Raider, Shadow of the Tomb Raider DLC***

- Responsible for retransmission and post story setup of each map, which includes scripting, managing level progression, designing new paths and objects, implementing VO, and fast travel
- Responsible for all challenge modes for DLC, which consists of setting up streaming for each tomb, object creation, and general bug fixing and maintenance
- Collaboration with programmers, artists and other designers to ensure all areas fit together smoothly, and meet the overall design pillars
- Iterate, test and fix issues on a daily basis to ensure the quality of my levels

### Behaviour Montreal

April 2015 – December 2017

#### Level Designer

##### ***Cancelled Project***

- Create paper prototypes of level

- Use of editor to block out and implement designs
- Use of proprietary tools and scripting to set up enemy encounters and other gameplay elements
- Collaboration with artists to ensure environment art fits the overall vision and layout
- Iterating and tuning levels on a daily basis after receiving playtest feedback
- Providing feature support, testing, and bug-fixing

#### ***Assassin's Creed Rebellion***

- Create paper prototypes of levels
- Use of Unity to create levels
- Create design documents for new skills and gameplay elements
- Collaboration with Animators, Programmers and Artists to test and implement new skills and assets
- Optimization and bug fixing

#### ***Star Citizen***

- Create paper prototypes designs of levels and shops
- Block out and implemented designs using Cryengine and 3ds max
- Implement and script gameplay elements in maps
- Integrate monthly "flair" objects and rewards in players hangars

#### **Electronic Arts - Visceral Montreal**

January 2012 – February 2014

##### **Assistant Technical Artist**

##### ***Dead Space 3, Dead Space 3 – Awakened (DLC)***

- Complete tech check reports for art production phases
- Ensure technical quality and franchise guidelines
- Technical support to production
- Implementing environment collision

##### ***Army of Two: The Devil's Cartel***

- Adding and debugging cover objects using the Frostbite engine
- Correcting AI pathing issues

#### **Electronic Arts - Visceral Montreal**

April 2007 – December 2011

##### **QA Multiplayer Lead - *Dead Space 2, Dead Space 2 – Severed (DLC)***

##### **QA Senior Tester - *Need for Speed: Nitro (DS), Army of Two: The 40th Day***

##### **QA Tester - *Army of Two, Boogie, Skate It Wii***

## ***Education***

#### **Concordia University**

Certificate in Graphic Design

#### **Herzing College**

AEC 3D Animation

#### **Dawson College**

Bachelor of Applied Science (B.A.Sc.), Pure and Applied Science