Kevin Lance Johnston

Systems Designer

johnstonkevin711@gmail.com | 706-580-1784 | Columbus, GA
Portfolio: https://www.kevinjohnstongames.com/ | Itch.io: https://kevjohngames.itch.io/ |

Professional Summary: Creative and technically skilled Game Designer with hands-on experience in Unreal Engine 5 (Blueprint) and Unity (C#). Skilled in designing engaging gameplay systems, balancing mechanics, and building immersive levels.

Skills

- **Game Engines & Tools:** Unreal Engine 5 (Blueprint Visual Scripting), Unity (C# scripting), UEFN (Verse)
- **Design & Development:** Game Design, System Design, Gameplay Mechanics, Game Balancing, Level Design, Level Blockout, Prototyping, UI/UX Design, Sequences, Behavior Trees, Data Structs, and Actor components
- **Programming & Technical:** C#, C++, Debugging, Visual Studio, Microsoft Excel (data tuning & balancing)
- **Collaboration & Workflow:** Perforce Helix Core (version control), ClickUp (task management), Problem Solving, Cross-functional Communication, Collaboration with a Team

Project Experience

Unreal Engine 5 (UE5)

Lead System Designer | *Temple of Thorns (PC)* | *School Project (12-Person Team)* July 2026

- Engineered and balanced modular spellcasting system in UE5 Blueprints, utilizing damage types and collaborating on the integration of artist- created VFX for immersive combat experiences.
- Worked directly with the level designer to help refine the level's challenge setup and implement any necessary player onboarding. Added player facing info for all Blueprints.
- Scripted all major systems including a stats component system with health, mana, death, and respawn mechanics, collaborating closely with UI developers to synchronize real-time variable updates efficiently.

Game Developer | *Ice Slider (PC)* | *Game Jam (Solo)* December 2025 – January 2026

- Configured a 2D side-scrolling character controller with responsive movement and input handling, enhancing player control and game feel. Designed and implemented interactive UI elements using UE5's Widget Blueprint system, including animated transitions and button-based interactions.
- Developed progressive level designs and difficulty scaling systems to increase replayability and maintain player engagement over multiple sessions.

Team Leader | *Abandoned Brick Factory (PC)* | *School Project (4-Person Team)* July 2025

- Created/designed the level, added world partition setup for simultaneous team level building, and oversaw design/mechanic decisions. Worked directly with team to design, build and refine the level.
- Debugged and fixed lag/ blueprint errors, code logic, optimized player feedback, and approved layout/mechanic decisions. Prototyped interactable blueprints and cutscenes in-game utilizing timelines and level sequences.

Unity

Game Developer | *Shell Shot* | *Game Jam (Solo)* August 2026

- Customized 2D top-down character using Unity's new Cinemachine 3 and New Input System. Player can only rotate, thrust forward, and shoot a single bullet on cooldown.
- Used Excel to plan and balance experience gain, spawn rates, upgrades and manage endless game play.
- Coded in depth enemy conditional logic used to spawn, pursue, stop pursuit and attack the player with Visual Studio.

Education

Bachelor of Science in Interactive Technology (B.S.) - Game Design Concentration GPA: 3.99
Full Sail University, Winter Park, FL July 2026

Honors And Certificates

USN Veteran, Valedictorian for Bachelor of Science in Interactive Technology, Salutatorian for Applied Associate of Science Degree, Course Director’s Award for Game Balancing