Kevin Lance Johnston

Game Designer

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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, Teamwork and Feedback Implementation

Project Experience

Unreal Editor for Fortnite (UEFN)

Game Developer | *Theater Games (PC)* | *(Technical Prototype)* September 2026

- Built a basic playable area to explore UEFN's level editing, modeling and asset placement tools.
- Utilized Verse scripting for custom elimination logic and simple game logic (e.g., enabling/ disabling devices, loops, if-else statements and random number generation).
- Gained experience with UEFN's workflow and integration with Fortnite Creative.

Unreal Engine 5 (UE5)

Lead Systems 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 progression and implement any necessary player onboarding. Added player facing info and feedback for all Blueprints and interactions.
- 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. Architected game experience through the entire development cycle.
- 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 and designed the level, added a world partition setup for simultaneous team level building, and oversaw design and 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.

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

Valedictorian for Bachelor of Science in Interactive Technology, Course Director's Award for Game Balancing