

## Contact

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[www.caseyholtz.com/](http://www.caseyholtz.com/) (Portfolio)

## Top Skills

Game Design

Level Design

Game Development

# Casey Holtz

Senior Game Designer at Ember Lab

Boulder

## Summary

I have been making games since I was a child. I have made card games, board games, RPGs, toys and eventually started getting into computer games in middle school. My friends and I would often sell the games to kids in the neighborhood, and even brand them, by making sequels and expansions.

Games are my favorite medium since they are the culmination of so many art forms that I love. I am interested in exploring the power that interactivity allows in creating engaging emotional experiences.

I want to work with fun people and companies that love what they do, appreciate and expect good design, and have the means and opportunity to make the best games possible.

### Specialties:

Level Design and Systems Design

Pipeline Creation

Team Management

Pitch and Demo Creation

Design Documentation

Team Building

### 3D Software:

Maya, 3Ds Max, Sketchup

### Game Engines:

UE4 and Blue Print, Unity, Radiant, Gamebryo

### Other Software:

Photoshop, MS Visio, Premiere, After Effects

Game Design Portfolio: <http://www.caseyholtz.com/> (Site down for re-design)

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## Experience

### Ember Lab

Senior Game Designer

August 2018 - Present (2 years 1 month)

Kena: Bridge of Spirits

- Level Design
- Systems Design

### Mechanical Butterfly Studios

Founder and Creative Director

September 2010 - Present (10 years)

Level Design/Systems Design (Contract)

### Illfonic

Friday the 13th: The Game (PC/Steam, PS4, Xbox One)

Level Design for multiplayer maps and Single Player - for more details, please see the "Illfonic" company info below

### Lab Zero Games

Indivisible (PC/Steam, PS4, Xbox One) Release TBD

- Hired to lead the level design through the pre-production milestone
- Level layout for 3 levels, additional "vignette" setups focused on each of the character's abilities
- Level design documentation, naming conventions, player metrics
- Provided level design feedback and tool and editor features

### Sanzaru Games

Tron/Run/r (PC/Steam, PS4, Xbox One)

- "Challenge Levels" layout and polish for Disc and Cycle modes
- "Stream Mode" - designed randomized level chunks for endless mode

Sonic Boom: Fire & Ice (Nintendo 3Ds)

- Adventure level layout
- Race level layout
- Character/Boss tuning/scripting

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## Original Games

Jump Tanks - (PC/Mac) - Steam Early Access

-- Awarded "Best Multiplayer Game" Casual Connect (SF) IndiePrize 2014

-- Taco Bell Indie Game Garage 2016

Project Management

Game Design, Systems and Level Design

Art Direction and Outsourcing Management

[www.PlayJumpTanks.com](http://www.PlayJumpTanks.com)

Droopy Blocks (iPad) - Featured by Apple on release

Project Management

Game Design, Systems and Level Design

Art and Animation

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Writing project proposals

Business management and daily operations

Team building and management

Game design documentation and implementation

Game evaluation and feedback consultation

## IIIronic

Senior Designer

May 2017 - January 2018 (9 months)

Friday the 13th: The Game

- Level Design - Paper map design on "Pinehurst" multiplayer map, assisted on design for 3 small versions of the MP maps

- Single Player Game Mode

\* Mission design and system design documentation

\* Wrote the VO script and helped direct the recording sessions

\* Level scripting and Animation and Audio implementation

\* Designed the initial state machines graphs for the AI bot logic

\* Level design and layout

\* Helped teach Blueprint to a fellow designer

Academy of Art University

## Instructor of Game Design

September 2010 - December 2016 (6 years 4 months)

San Francisco Bay Area

Taught Undergrad and Graduate level game design courses and online and on site

Classes: Intro to Game Design, Level Design, Rapid Prototyping, Portfolio Development, Intro to 3D Modeling for Games

Engines used in classes: Unity and UDK

Prepared lesson plans, handout materials and assignments, grading etc...

Reviewed MFA student's portfolios for approval to graduate

\* I taught 1-2 classes per semester off and on between 2010 and 2016

## Planet Moon Studios

Co-Lead Designer/Senior Game Designer

September 2008 - August 2010 (2 years)

Senior Designer

Disney's Tangled (Wii)

Level Design on two levels in the final game:

"Castle Village" and "Village Waterfront"

Preproduction design on two levels:

"Gypsy Camp" and "Celebration Race"

Documentation

Paper maps

Block mesh

Cut-scene authoring

Camera authoring

Scripting (LUA)

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Co-Lead Designer/Lead Level Designer

Drawn to Life: The Next Chapter (Wii)

Helped write and maintain the game design document.

Worked with other leads to create and tune core player mechanics.

Lead level designer for 24 levels while also creating levels. Helped manage 3 other wonderful and talented level designers.

Created design specifications for the level creation pipe-line and game objects and tools.

Worked with the production team to create the design development schedule.

Worked with my co-lead designer on enemy design.

### Eidos: Crystal Dynamics

Game Designer

October 2006 - September 2008 (2 years)

Game Designer

Tomb Raider: Underworld

Combat systems design/enemy tuning and balance

Combat scripting and encounter setup

Camera scripting and setup

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Game Designer

Unannounced Title (Xbox 360, PS3)

Designed and implemented a large portion of the "Greenlight demo" that was approved.

Set up the level streaming for the entire open game world with another designer.

Designed 2 large environments for non-linear gameplay

Level design, including modular level component design

Mission design

Event scripting

Camera authoring

Helped new designers learn the tools

### Activision: Shaba and Z-Axis

Game Designer

January 2005 - September 2006 (1 year 9 months)

Tony Hawk:Project 8 (PS2, Xbox)

Level designer on one level and a bonus level  
Scripted missions  
Modeled terrain  
Authored cameras  
Designed goals  
Helped other designers author cameras for their levels

### Activision: Z-Axis

#### Game Designer

January 2005 - April 2006 (1 year 4 months)

Designer/Level Design

X-men 3 for PS2, Xbox and Xbox 360

Added gameplay to level one level that was already art complete.

Re-designed and built a level out of modular level components.

Wrote design documents for levels

Designed and implemented a boss battle

Designed the upgrade screen UI

Helped design and tune the player mechanics for Iceman

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Designer/Level Design

Ironman (Unreleased PS2,Xbox)

Level design and block mesh creation

Systems design, designed a system for players to "invent" new weapons.

Investigated and documented how to create a design pipeline for destructible environments.

Note: Activision decided to drop the license due to the movie being delayed. I did not work on the Sega version of the game.

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## Education

Academy of Art University

BFA Computer Graphics, 3D Modeling for Games · (2000 - 2004)