

CASEY HOLTZ

SENIOR GAME DESIGNER

 Boulder, CO

 (415) 318-6455

 [Email](#)

 [LinkedIn](#)

 [Portfolio](#)

EXPERTISE

Level design
Systems design
3D modeling and blockout
Scripting, Blueprint
Documentation
Prototyping

SOFTWARE

Engines
Unreal Engine 4 (UE4),
Unreal Engine 5 (Learning)
Unity, Radiant, Gamebryo
Proprietary Engines

3D Modeling
Maya, 3Ds Max, Sketchup

Other
Photoshop, MS Visio,
Premiere, After Effects,
Perforce, Miro, Confluence

EDUCATION

BACHELOR OF FINE ARTS
Academy of Art University
Computer Graphics,
3D Modelling for Games
2000-2004

INTRODUCTION

Games are my favorite medium; they are the culmination of all the art forms that I love. I make games to explore the power that interactivity allows in creating engaging, entertaining and emotional experiences.

I want to work with talented and fun people at a company that loves what they do, appreciates and expects good design, and strive to make the best games possible.

PROFESSIONAL EXPERIENCE

BLUEPOINT GAMES (SONY)

AUG 2024 – MAR 2026

Senior Level Designer

Worked as a key contributor on a small design team in level design, system design, and project development.

- Paper map, 3D blockouts in Maya, in-engine level layout and modeling of modular level meshes
- Event and interactive object scripting, combat encounter scripting and setup
- Created feature pitch decks, design documentation and system design specifications
- Boss design specifications and logic state machine design
- Narrative development

SANZARU GAMES (META)

MAR 2021 – AUG 2023

Game Designer IV

Asgard's Wrath II (Oculus Quest 2,3 VR)

- Owned the design and implementation of 3 critical path levels
- Paper maps, prototyping, level documentation, level blockout, puzzle design and progression scripting
- Worked closely with environment artists and system designers to complete the levels
- Assisted on the design of multiple "Monster Den" side quests

EMBERLAB

AUG 2018 – FEB 2021

Senior Level Designer

Kena: Bridge of Spirits (PS4, PS5, Xbox One)

- Paper maps, blockout using modular prefabs/static meshes, puzzle design, combat encounter setup and scripting, waypoints and navigation setup.
- Created and tested interactive objects in UE4 Blueprint
- Enemy tuning, audited and polished every combat setup in the game
- Wrote a detailed analysis of the alpha build with suggested design changes

ILLFONIC

MAY 2017 – JAN 2018

Senior Designer

Friday the 13th (PS4, Xbox One, PC)

Hired to lead the design of the "Single Player" mode.

- Wrote the design document, mission outlines, dialogue script for "Single Player"
- Paper map, level blockout, landscape sculpting, waypoint paths, navigation setup and mission scripting for missions
- Helped direct the VO recording sessions to ensure the performances fit the intended tone and context within the missions
- Assisted on the design of smaller versions of 3 of the multiplayer maps
- Paper map design for the multiplayer map "Pinehurst"

ACHIEVEMENTS

BEST DEBUT INDIE GAME
And
BEST INDIE GAME
The Game Awards 2021
Kena: Bridge of Spirits

INDIE GAME OF THE YEAR
SXSW 2022
Kena: Bridge OF Spirits

BEST MULTIPLAYER GAME
Indie Prize/Casual Connect
2014
Jump Tanks

INTERESTS

Art/Illustration/Photography
Story telling/Folklore
Film/Cinematography
Board Games
Board Game Design
Sociology
Psychology
History
Skateboarding
Snowboarding
Bicycling

LAB ZERO GAMES

OCT 2016 – FEB 2017

Lead Level Designer (Contract)
Indivisible (PC, PS4, Xbox One)

I was hired to lead the level design team through pre-production with a focus on training them in best practices, helping set level metrics and explore layouts that utilized the player mechanics in interesting ways.

- Prototyped 3 large levels for the critical path of the game
- Blocked out "vignette" setups centered around the player's core mechanics
- Design documentation on interactive objects, naming conventions and player metrics
- Provided guidance and feedback to the level design team and held one-on-ones with them and assigned tasks

SANZARU GAMES

MAR 2015 – FEB 2016

Senior Level Designer (Contract)

I worked on site with the team and was responsible for tasking my work and being proactive to ensure features for my levels were delivered and issues were resolved.

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

- "Challenge Levels" layout and polish for the Disc and Cycle modes
- "Stream Mode", designed all the modular level chunks for the endless high score mode
- Provided overall game design feedback and polish notes

Sonic Boom Fire and Ice (Nintendo 3Ds)

- Adventure level design, "Gothic Gardens" levels
- Level design on all the "Race" levels
- Boss design, tuning and scripting

MECHANICAL BUTTERFLY STUDIOS

SEP 2010 – MAY 2017

Founder, Creative Director

Founded a small indie development studio with a group of industry veterans. I was responsible for business operations, sourcing talent, art direction, publisher outreach, producing pitch materials, managing art outsourcing, systems and level design and project management and scheduling.

Jump Tanks (PC, Steam Early-Access)

- Level design and layout
- Created modular meshes for building roads and cities
- System design and weapon and character tuning
- Worked with the UI designer and engineer on layout and implementation

Droopy Blocks (iPad)

- Game design, systems and tool specifications
- Puzzle design
- All art, animation and UI

ACADEMY OF ART UNIVERSITY

SEP 2010 – DEC 2016

Game and Level Design Instructor

While running Mechanical Butterfly Studios, I would teach one to two game design courses per semester.

- Taught, "Intro to Game Design", "Level Design" and "Rapid Prototyping" courses to Graduate and Undergraduate students
- Several of my former students have found work in the game industry

PLANET MOON STUDIOS

SEP 2008 – AUG 2010

Senior Level Designer

Disney's Tangled (Wii)

- Paper maps, level documents and layout on two critical path levels
- Mini-game design specifications
- Cut-scene scripting in LUA
- Combat setup and camera authoring

Co-Lead Designer

Drawn to Life: The Next Chapter (Wii)

Worked with another designer to manage the design team, write the game design document and system specifications. I worked with producers and other leads on scheduling and feature planning.

- Managed the level design team, set tasks, provided feedback, setup brainstorm meetings
- Helped design and tune the core player mechanics and enemies with my co-lead
- Level design on 1/3rd of the game's levels
- Worked with engineering on level creation pipeline, design tools and engine features

CRYSTAL DYNAMICS (EIDOS)

DEC 2006 – SEP 2008

Game Designer

Tomb Raider Underworld (PS3, Xbox 360)

- Combat systems design, weapon and enemy tuning
- Combat encounter, scripting, waypoints, navigation modeling and setup
- Spline camera setup and scripting

Unannounced Game

- Level layout and design on a large section of the vertical slice demo level was greenlit
- Level design on two large environments for non-linear gameplay
- Built modular level design components
- Mission design, event and combat encounter scripting, camera authoring
- Setup level streaming for the open world with another level designer
- Trained new designers on our proprietary tools and workflows

ACTIVISION: SHABA GAMES

APR 2006 – SEP 2006

Level Designer

Tony Hawk: Project 8 (PS2, Xbox)

Include previous employers with additional information about the company, key duties, and responsibilities you performed. Use bullets and numbers to highlight your achievements.

- Level designer on the "Fun Park" and bonus level
- Modeled gameplay mesh, markup for tricks, mission objective setup and scripting
- Helped other level designers author cameras for their level goals

ACTIVISION: Z-AXIS GAMES

JAN 2005 – APR 2006

Game Designer

X-men 3: The Official Movie Game (PS2, Xbox, Xbox 360)

- Added gameplay to art complete level, enemy pathing and combat encounters
- Had an art complete level converted to modular meshes and rebuilt the layout
- Helped design and tune Iceman player mechanics
- Boss design, state machine flow chart design, worked with animation, art and engineering on the implementation and tuning of the Pyro boss
- UI wire frame mockups for the character upgrade screen

Ironman (PS2, Xbox Cancelled due to delay in movie filming)

- Level layout and blockout modeling
- Systems design documentation, designed a system for players to create custom weapons for Ironman
- Investigated and documented pipeline to author destructible environments