

KENNETH CHARLES MAYER III

[narrative designer | gameplay scripter]
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EXPERIENCE

Before It's Too Late | 2019
[video game | team project]

- ◆ lead game designer
- ◆ ue4 scripter
- ◆ writer

Where The Chips May Fall | 2018
[game prototype | solo project]

- ◆ unity programmer
- ◆ narrative designer
- ◆ systems designer

SYNC | 2018
[video game | team project]

- ◆ ue4 scripter
- ◆ systems designer
- ◆ level designer

Cor Domus | 2019
[video game | team project]

- ◆ narrative designer
- ◆ unity programmer
- ◆ "people's choice" - the rookies 2019

Orders | 2018
[video game | team project]

- ◆ co-creative director
- ◆ lead unity programmer
- ◆ systems designer

Trials of the Goddess | 2018
[board game | team project]

- ◆ creative director
- ◆ lead systems designer
- ◆ additional graphic design

SKILLS

- ◆ writing
- ◆ narrative design
- ◆ ue4 blueprinting
- ◆ unity | c# programming

EDUCATION

**Savannah College of
Art and Design**

class of 2019

- ◆ [bfa] game development
- ◆ [minor] dramatic writing

SOFTWARE



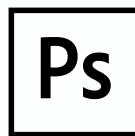
Unreal
Engine 4



Unity



Autodesk
Maya



Adobe
Photoshop



Adobe
Illustrator