

Kaeson Lewis

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Skills

- Proficient in Java, C#, C++, Unity and Unreal Engine 4
- Skilled in working in spreadsheets and analyzing data (Excel, Google Sheets, Sisense)
- Experience using an Agile workflow (JIRA / Trello)
- Ability to make UI/UX mockups and wireframes using Adobe XD, Photoshop and Photopea

Work Experience

Game Designer, Uken Games

March 2020 – July 2022

- Designing new features and creating detailed documentation, UX wireframes, and working closely with members of the art, development, and product teams to implement the feature efficiently.
- Balancing progression, combat, onboarding, live-ops and the overall game economy as we develop new features
- Manually configured new features, AB tests and balance changes using reference data in Unity.
- Worked closely with Product Managers to monitor KPIs and estimate the impact of changes to metrics and the overall game.

QA Analyst, Uken Games

October 2019 – March 2020

- Manually testing features in Unity and on mobile devices. Verifying and finding new issues before creating detailed bug reports with reliable reproduction methods for the development team.
- Writing test cases for new features in development and implementing simple bug fixes in Unity using reference data.

Projects

Who Wants to be a Millionaire - Mobile Trivia Game (Uken Games)

- Pitching new creative ways to influence metrics and player behavior, as well as creating detailed specs, wireframes, and balance spreadsheets.
- Balanced live-ops events, limited-time-offers and created many iterations of AB tests to further improve features and key metrics. I was integral to iterating on the games Battle Pass event, balancing gacha systems and chest, and many LTO tests.

Armory & Machine 2 - Mobile Idle Incremental Game (Uken Games)

- Combat design in an Active Time Battle system, creating unique enemy attack patterns and many different player abilities, while balancing difficulty with creating fun problems for players to solve.
- Balanced a variety of upgradable resources and time-gates to curate a rewarding and customizable idle experience.

City Demons - 3D Traditional Fighting Game

- Passion project where I developed a 3D fighting game, including the rendering pipeline and action/animation systems.

BasketBrawlers - 3D Fighting Game

- Acted as the lead designer and gameplay programmer on a team of 7 second-year students, where I developed most of the game's locomotion system, gameplay mechanics, and worked closely with artists to design two playable characters.

The Shadows Game - Puzzle Platformer

- Acted as lead developer and worked closely with the team to improve game-feel, puzzle components and level design.

Education

Bachelor of Information Technology (Honors) in progress,

September 2017- March 2019

Ontario Tech University - Game Development and Entrepreneurship, CGPA: 3.72

- Dean's List Scholar Award and In-Course Scholarship award (Spring and Fall 2018)
- 2nd place in "Best Tech" category at Level Up Showcase representing UOIT (2019)