

AARON LEEF-KAYTOR

GAME DESIGNER


◦ DETAILS ◦

8673354072







aaronleefkaytor@gmail.com

◦ LINKS ◦

 [LinkedIn](#)

 [Portfolio](#)

◦ SKILLS ◦

 Unreal Engine 4
 Unity
 Visual Studios C++
 Auto-desk Maya
 Adobe Photoshop
 Microsoft Excel
 Microsoft Word
 Microsoft PowerPoint

PROFILE

"I have no greater desire in this life than to bring smiles to the faces of people. I want to entertain and deliver life-changing stories of worlds unknown."~ Aaron

My name is Aaron Kaytor and I am a Game Designer. My primary skill is level design and I also have experience and interest in gameplay design, audio design, and voice acting.

EDUCATION

Game Art and Design, Lasalle College Vancouver
Deans List Graduate
October 2018- June 2020

Program Information

Diploma - Game Art and Design

LaSalle College Vancouver
2665 Renfrew Street
Vancouver, BC V5M0A7
866-717-8080

EXPERIENCE

Independent Developer

June 2019- June 2020

LaSalle College Vancouver - Final Capstone

PROJECT: Slipstream (solo)

- Concept to completion over 12 months
- Independently created and executed level and gameplay design
- Outsourced 'Art and Sound' game assets for implementation
- Hosted multiple play testing sessions with QA participants receiving valuable feedback

Lead Producer

June 2019- June 2020

LaSalle College Vancouver • Production

PROJECT: The Observed (team)

- Worked in 2 person team to develop game from concept to completion
- Level, Gameplay and Narrative design
- Writer of backstory for the title's narrative

Lead Designer

September 2019- December 2020

LaSalle College Vancouver - Critical Game Design

PROJECT: Awemazon (team)

- Four member team created and developed a VR title
- Reviewed by Australian VR Developing company and approved for publication
- Corresponded with publisher receiving requests and feedback
- Start to finish reaching publication readiness

Creator

March 2020-April 2020

LaSalle College Vancouver - Narrative Design

PROJECT: Invasion! (solo)

- Composed story-line for a "Choose Your Own Adventure" apocalypse story
- Created and inserted complimentary pictures highlighting the action of the adventure
- Voiced entire dialogue, using several voice fluctuations to depict various characters
- Presented in a video format with all editing and uploading completed independently

Senior Game Advisor/Acting Store Manager

August 2016 -August 2018

EB Games

36 Chilkoot Way, Whitehorse, Yukon

- Provided excellent, knowledgeable service to customers regarding all game systems, games, product and hardware while creating advanced solutions, as required, during day to day operations
- Acted as store manager, as necessary, during a period of staff crisis

REFERENCES

Available Upon Request