

DACEY O'KELLEY

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PROFESSIONAL SUMMARY

Talented recent Game Design graduate offering a solid background in producing successful games with favorable user reviews. Knowledgeable about game design, testing, and deployment methods to meet production timelines and maintain quality targets. Skilled in project management and team leadership.

SKILLS

Game balancing	Gameplay optimization	Design concept application
Atlassian Suite	Game Design Documentation	C# Proficient
C++ Proficient	Microsoft Office	QA Testing and player feedback

EXPERIENCE

Level Designer

4K Cat Studios, Orlando , Florida, Sep 2022 - May 2023

- Analyzed live data and player feedback to optimize existing game experience continually.
- Developed game systems, individual gameplay features and player progressions.
- Supported game balance, including statistics, virtual goods, economics and user motivations.
- Worked with designers to shape game features and optimize gameplay at scale.
- Provided clear feature documentation, diagrams, wireframes and prototypes.
- Created satisfying, user-friendly games with well-balanced and fair gameplay.

Game Designer

Self , Orlando, Florida, Aug 2021 - Sep 2022

- Supported game balance, including statistics, virtual goods, economics and user motivations.
- Developed game systems, individual gameplay features and player progressions.
- Achieved project requirements through effective application of interactive design concepts and principles.
- Provided clear feature documentation, diagrams, wireframes and prototypes.
- Created satisfying, user-friendly games with well-balanced and fair gameplay.
- Created all systems from level blockout, gameplay mechanics, and themes

Level Designer

4K Cat Studios, Orlando, Florida, Nov 2020 - Jan 2021

- Developed game systems, individual gameplay features, and player progressions.
- Supported game balance, including statistics, virtual goods, economics, and user motivations.

- Analyzed live data and player feedback to optimize existing game experience continually.
- Optimized gates and valves to lead players on a story-driven adventure
- Used leading lines and perspective to guide players
- Met project timelines by effectively coordinating work of artists, developers, and quality assurance testers.
- Achieved project requirements through effective application of interactive design concepts and principles.
- Spearheaded design development discussions, facilitating collaboration between departments to hit deadlines and create exceptional content.
- Created satisfying, user-friendly games with well-balanced and fair gameplay.

Game Designer

Self, Orlando, Florida, Oct 2020 - Nov 2020

- Supported game balance, including statistics, virtual goods, economics and user motivations.
- Developed game systems, individual gameplay features and player progressions.
- Analyzed live data and player feedback to continually optimize existing game experience.
- Provided clear feature documentation, diagrams, wireframes and prototypes.
- Implemented continuous improvement initiatives to improve performance.
- Audited test results to produce actionable insights.

EDUCATION

Bachelor of Science (B.S.): Game Design

Full Sail University, Orlando, Florida, May 2023

PORTFOLIO

<https://daceyokelley.wixsite.com/daceyo>