



Kimberly L. Wood
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INDUSTRY EXPERIENCE

Destiny 2 – Forsaken: High Moon Studios – Carlsbad, CA 7/16 – 8/18
Content and Level Designer

- Built New Spaces from Paper to 3D with Frequent Iteration
Whiteboxed 3D Level Layouts using In-House Engine
Produced Strong Pacing and Environmental Storytelling
Created Unique and Varied Multiplayer Encounters
Created Advanced Encounters using In-House Script
Wrote Detailed Level and Encounter Documents

WildStar: Carbine Studios – Aliso Viejo, CA 2/11 – 3/16
Quest and Content Designer

- Collaboratively Designed and Scripted Scaling Multiplayer Shiphand and Holiday Combat Instances and Boss Battles
Created Basic Quests using In-House Engine
Revamped Settler Path System Across-the-Board
Created Layered Content and Improved Flow
Placed Zone Combat Encounters and Quest NPCs
Populated and Optimized Capital Cities
Created Advanced Quests using In-House Script
Scripted Randomized Repeatable Content
Created Scripted Events and Vignettes
Improved New Player Experiences
Designed Detailed Quest and Content Documents

EverQuest II: Sony Online Entertainment – San Diego, CA 8/09 – 2/11
Lore and Quest Designer

- Created Basic Quests using In-House Engine
Designed Elaborate Scripted Events using Lua Script
Implemented the New Quest RoI System (Regions of Interest)
Wrote Detailed Design, Quest, and Lore Documents
Created Advanced Quests using Lua Script
Placed Zone Combat Encounters and Quest NPCs
Implemented the New Storyline UI
Created Dialog Trees

Free Realms: Sony Online Entertainment – San Diego, CA 11/08 – 8/09
Content and Level Designer

- Sculpted 3D Combat Levels using In-House Engine
Designed and Implemented Wandering Encounters
Wrote Detailed Level and Encounter Documents
Implemented Player Classes and Player Items
Created Multiplayer Combat in Instanced Levels
Made Detailed 2D Level Layouts with References
Designed Detailed Future Player Classes Documents
Designed Future Player Abilities, Items, and Equipment

Victory Point Games: Indie Board Game Company – Irvine, CA 10/07 – 10/09
Game Development and Design: game production, editing, shipping, and some accounting.

EDUCATION & ACHIEVEMENTS

Table with 3 columns: Achievement, Institution, Year. Includes Bachelors Degree of Science in Game Art & Design, Earned Five Future Game Developer Awards, Dean's List and Honor's List, Diploma, Honor's List, and Medallion Award.

SKILLS

- Scripting (Several in-house, Lua, Python, SQL, visual)
Mission/Quest Design
Content Flow & Pacing
Team Collaboration
Level Design
Combat Encounter Design
Worldbuilding
Playtesting & Feedback
BSP/Whitebox
Polish & Detail Oriented
Organization Skills
Documentation & Notes

SOFTWARE

- In-House Engines
Jira
Adobe Creative Suite
Radiant
Confluence
Gimp & Inkscape
Unreal Engine
Notepad++
Microsoft Office & Libre
Perforce
AlienBrain
Maya & 3D Studio Max