

Carter Kappes

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SKILLS

- Unreal Engine
- Unity
- C#
- C++
- Level Design
- Combat Encounters
- Progression Pacing
- Gameplay Mechanics
- Source Control
- Agile Methodologies
- Technical Writing
- Scrum Ceremonies

EXPERIENCE

Technical Designer

June 2023 - Sept 2024

Cubic Defense - Orlando, FL

- Designed and implemented 15 immersive naval simulation lessons in Unity, integrating 2,000+ player actions, 600+ scripts, and 400 animations, delivering 18 hours of interactive content.
- Led a 10 member Technical Design team in an Agile environment. Boosted production velocity by 30% and reduced defects by 40%.
- Translated customer feedback into 500+ actionable tasks; personally resolved 300+ while coordinating 5 Designers to complete all within 90% of estimated time.
- Codeveloped 3 lesson prototypes in 100 hours, cutting estimates by 200 hours. Improved code for student interactions. Reduced project scope and timeline by 2 years, saving the studio \$600,000.
- Conducted QA for 12 lessons, reducing rework by 50 hours per lesson and improving overall quality standards.
- Led Subject Matter Experts, Instructional Designers, Artists, Software Engineers, and Technical designers through daily Scrum ceremonies while implementing Agile methodologies. Work completion velocity increased by 30%.

SHIPPED TITLES

Sailor 2025

Cubic Defense - Technical Designer

EDUCATION

Bachelor of Science - Game Design

Aug 2020 - Dec 2022

Full Sail University

GPA: 3.76 - Valedictorian

- Focus: Level Design, Encounter Design, Gameplay Systems, Scripting for Designers I-III
- Additional coursework: Production & Planning, Game Balancing, Systems Integration

Certificate Of Completion

June 2025 - Sep 2025

GameDesignSkills - Action Adventure Level Design Blockout Bootcamp

- Specialized in AAA-standard blockout workflows, environment storytelling, and encounter-driven level design.