

OBJECTIVE

Highly driven soon to be a game design school graduate seeking a full-time position in the gaming industry where I can lend my knowledge of professional esports, level design and quality assurance. Eager to apply my skills in creating engaging gameplay experiences and mechanics to contribute to successful game development projects

CONTACT

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EDUCATION

STUDENT AT FULL SAIL UNIVERSITY – BACHELOR OF SCIENCE IN GAME DESIGN
Graduating December 2024

SKILLS

- Blockouts
- Metrics
- Shape Language
- Readability
- Playtesting
- Scripting
- Collaboration
- Documentation
- Excellent written and oral communication skills
- A passion to learn and develop skills

Cameron Ghysels

GAME DESIGNER

Passionate and dedicated Game Designer with a strong background in professional esports, level design and quality assurance.

EXPERIENCE

PROFESSIONAL ESPORTS PLAYER – PALADINS

Fakeout Nation

Jun 2016 – Jun 2017

- Competed at the top level in the Paladins Pro League, quickly establishing a reputation for skill and leadership.
- Signed a professional contract with Fakeout Nation, demonstrating a commitment to high-level competitive play.
- Promoted to team captain after a vacancy, where I took on responsibilities including:
 - Organizing practice sessions and coordinating team strategies.
 - Facilitating communication between my team and the organization, ensuring alignment with league requirements and organizational goals.
 - Managing tournament registrations and logistics, contributing to the team's competitive schedule.
- Achieved multiple tournament victories and played a key role in pioneering innovative strategies in Paladins.

VOLUNTEER QA PALADINS / CRUCIBLE / ROGUE COMPANY / XDEFIANT / FULL SAIL UX

- Provided critical feedback to design teams through direct communication channels, contributing to the improvement of gameplay and user experience.
 - Participated in closed playtests for multiple games, ensuring thorough evaluation and reporting of issues.
 - Collaborated with design teams to identify and troubleshoot bugs, enhance game mechanics, and refine user interfaces.
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