



Kevin Kusler

kevinkusler.com

kevinkusler@gmail.com

EXPERIENCE

Creative Lead, Game Designer

Fiveamp / 2020 - 2025

- Led game design, feature development, and content expansions from concept to delivery.
- Designed and balanced systems, progression, economy, quests, and live ops to drive engagement.
- Defined game identity, feel, pacing, and player retention strategies for mass appeal.
- Created and maintained detailed design documentation to align team vision.
- Designed UI/UX and provided art, sound, and narrative feedback to unify creative direction.
- Supported marketing, self-publishing, and player community engagement.

Co-Founder, Creative Lead, Game Designer

Paxima Galactic Studios / 2022 - Present

- Led creative direction, game design, and world building for an immersive multiplayer experience.
- Designed and iterated on game balance, economy, and level progression.
- Developed key gameplay systems, UI/UX interactions, and meta-progression.
- Unified art, sound, and narrative elements to support design vision.
- Coordinated team efforts to develop and refine early prototypes.

Co-Founder, Creative Lead, Game Designer

Terribly Delightful Studios / 2021 - 2022

- Directed game development, mechanics, and core gameplay loops from concept to launch.
- Crafted competitive and cooperative multiplayer systems with unique and engaging mechanics.
- Designed and balanced character interactions, skill-based gameplay, and replayable content.
- Managed cross-discipline collaboration and provided feedback on all creative aspects.
- Created and maintained design documents to guide development and ensure direction.

BFA Interactive Design and Game Development
Savannah College of Art and Design / 2015 - 2019

SKILLS

- | | |
|----------------------------|------------------------------|
| • Gameplay Polish | • Systems & Mechanics Design |
| • Level & World Design | • Design Documentation |
| • Creative Direction | • Playtesting & Balancing |
| • UI/UX Design | • Leadership & Collaboration |
| • Narrative & Quest Design | • Unreal, Unity & Construct |
| • Adobe, Office, & Jira | • Marketing & Trailers |

OVERVIEW

Experienced Creative Lead and Game Designer with expertise in crafting engaging gameplay experiences and leading multidisciplinary teams. Proven ability to design innovative mechanics, create immersive worlds, and deliver polished projects that resonate with players. Skilled in fostering collaboration, refining game feel, and ensuring quality through iterative design processes.

GAMES



NIMRODS: GunCraft Survivor

Creative Lead, Game Designer / PC / 2025

Led creative direction and core game design across all phases of development. Designed and balanced enemy encounters, progression systems, weapons, biomes, and UI. Defined the slapstick sci-fi tone, ensuring cohesive worldbuilding and engaging mechanics. Oversaw playtesting and iteration to refine game feel and player engagement.



MergeCrafter: Magic Merge World

Creative Lead, Game Designer / Mobile / PC / 2023

Directed the creative and gameplay design from concept to release and live operations. Contributions included designing and balancing core gameplay, progression, monetization, worldbuilding, crafting systems, user interfaces, quests, achievements, and more.



Vultures of the Void

Co-Creator, Creative Lead, Game Designer / PC / TBA

Led the design and development of deep simulation and progression systems, focusing on player-driven mechanics. Designed and balanced economy systems, multiplayer interactions, UI/UX, and immersive worldbuilding. Coordinated across disciplines to maintain design cohesion and ensure an engaging player experience.



STIX: Combat Devolved

Co-Creator, Creative Lead, Game Designer / PC / 2022

Designed and balanced combat mechanics, progression systems, and dynamic arenas. Developed character abilities, UI, and moment-to-moment gameplay to create an accessible yet high-skill multiplayer experience. Focused on maintaining mechanical depth while ensuring engaging player interactions.



Big Scary World

Solo-Creator, Game Designer, Programmer / PC / 2020

Conceptualized and implemented creative vision and gameplay systems, focusing on exploration, world interaction, and player-driven progression. Designed immersive environments, challenges, and mechanics to encourage experimentation and engagement.