

CAYLE GEORGE

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14+ Years Professional Experience:

- 2015 to present: Principal Game Designer at Guerrilla Games.

Developing the original IP Horizon Zero Dawn.
Designing gameplay systems, levels, features, and game economies.

- 2009 to 2015: Senior Game Designer and Senior Level Designer at Valve Software.

Developing the games Team Fortress 2, Portal 2 and other titles.
Creating levels, game modes, gameplay, characters and game systems.
Extensive work creating in-game economies and micro-transactions.

- 2007 to 2009: Co-Founder and Director of Design at SteamPunk Studios.

Developing the original IP Bento and the Sideshow Fiesta.
Leading a team of 16 developers at the launch of a new studio.
Creating and Managing the design of gameplay, levels, features and game systems.

- 2006 to 2009: Senior Level Designer at Monolith Productions.

Developing the games Condemned 2: Bloodshot and F.E.A.R. 2 Project Origin.
Designing multiplayer levels and leading the design of new game modes and systems.
Designing the Miniature Replica Soldier and Armored Front multiplayer DLC for F.E.A.R. 2.

- 2005 to 2006: Level Designer at Raven Software.

Developing the game Wolfenstein (2009).
Concept, design, scripting and development of levels and environments within the Wolfenstein universe.
Creating unique streaming missions and feature rich game play.

- 2003 to 2005: Level Designer at 2015 Inc.

Developing the game Men of Valor Vietnam and other titles.
Layout, design and creation of detail rich levels and environments.
Scripting immersive action, cinematics and game play for single player and Co-op.

Game Design and Level Design Skill Set:

- Professional track record developing immersive systems and levels, from concept through to the final product.
- Experienced in Multiplayer, Single-player and Co-op design.
- Deep knowledge of the design and implementation of in-game economies and micro-transaction systems.
- Professional experience with a wide array of game engines, level editors and tools.
- Extensive knowledge in complex object based and text based scripting.
- Professional experience in both PC and current generation Console platforms.
- Solid foundation in 3D design and environment art.

Published Titles:

- ***Horizon Zero Dawn***
Developed by Guerrilla Games.
2017 - Third person action RPG.
Single Player.

- ***Team Fortress 2***
Developed by Valve Software.
2007-2015 - First person shooter.
Multiplayer, co-op.

- ***Portal 2***
Developed by Valve Software.
2011 - First person puzzle-platform.
Single player, co-op.

- ***Wolfenstein***
Developed by Raven Software.
2009 - First person shooter.
Single player, Multiplayer.

- ***F.E.A.R. 2: Project Origin***
Developed by Monolith Productions.2009
2009 - First person shooter.
Single player, Multiplayer.

- ***Condemned 2: Bloodshot***
Developed by Monolith Productions.
2008 - Action-Horror first person melee.
Single player, Multiplayer.

- ***Men of Valor***
Developed by 2015 inc.
2004 - First person shooter.
Single player, Multiplayer and Co-op.

Personal Projects:

- ***Half-Life: C.A.G.E.D.***
2017 - First person shooter.
Available on Steam.
Single player.

Education:

Bachelor of Science, University of Oregon.
Major: Journalism - Video Production.
Minor: Mathematics.

Portfolio:

www.caylegeorge.com