

DEVIN KAAS

509-851-5604

devin.kaas@gmail.com

www.linkedin.com/in/devinkaas

www.devinkaas.com

PROFESSIONAL EXPERIENCE

Absurd Ventures

Senior Game Designer October 2025 - Present

Unannounced Title

- Designed and implemented linear and nonlinear gameplay content from concept through iteration, debugging, polish, and final implementation.
- Worked with Narrative to take story and character information and help develop appropriate gameplay execution

Monolith Productions

Senior Game Designer/Feature Director April 2021 - April 2025

Wonder Woman

- Lead team of cross discipline devs in development, construction, and implementation of the nemesis system content
- Lead conversations to expand nemesis system to adapt and elevate Wonder Woman IP while maintaining the player expectations of the traditional nemesis experience
- Developed and implemented dynamic content specifically geared to support player driven narrative worldbuilding
- Designed sandbox gameplay content from concept through construction and implementation
- Wrote and maintained design documentation for project roadmap planning as well as specific specs for large open world systems

343 Industries

Gameplay Designer June 2019 - April 2021

Halo: Infinite

- Owned gameplay/mission design from concept through construction
- Scripted Combat Encounters and narrative events for core story gameplay beats
- Help onboard and mentor new designers on 343 tools and design methodology

Blowfish Studios

Lead Level/Mission Designer March 2018 - June 2019

Multiple Unannounced Titles

- Lead design, construction, and documentation of levels and missions
- Developed timelines and milestones for internal and external projects
- Consulted on external publishing endeavors by looking at proposed budget timeline, and scope to help assess new projects viability

Monolith Productions

Mission Designer June 2015 - June 2017

Middle Earth: Shadow of War

- Owned design of both main and side missions from concept through construction
- Maintained and iterated said designs based on internal and user feedback
- Scripted missions and enemy encounters using Lua based language & proprietary engine

SKILLS

Tech

- Unreal Engine
- Scripting
 - Blueprints
 - Lua
 - C#
 - Python

Design

- Sandbox Design
- Mission/Level Design
- Design Lead experience
- Environment Design
- Systems Design

Leadership

- Project/Feature vision keeper
- Team management
- 1 on 1 Mentorship
- Experience leading several teams from broken to shippable project
- Experience with:
 - JIRA
 - Perforce
 - Confluence
 - Agile
 - Trello

Extracurricular

- Previous Host/President of Atomic Comic Improv Troupe
 - Created tentative schedules for / led weekly meetings of 10-15 participants
 - Created and hosted schedules for bi-monthly live shows with 30-40 audience members

EDUCATION

**DigiPen Institute of Technology,
Redmond WA**

*Bachelor of Arts in Game Design with
Minor in English - Graduated 2016*