

Keegan Sabatino

GAME DESIGNER

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EXPERIENCE

Electronic Arts — *Development Support*

Fifa 21/22 Gameplay – DECEMBER 2019 - PRESENT

NHL 19/20 Online/Art Render – AUGUST 2018 - DECEMBER 2019

- Worked with a Logic Tree system to create multiple automated scenarios for testing around problem areas.
- Team Lead for Automation for all of Gameplay, which supplies our team with data for balancing the game and assisting in finding bugs.
- Primary owner of several features, responsible for all testing around the features and creating testing documentation.
- Created a new system of weekly focused testing tournaments for the QV team to boost morale as well as give more competitive feedback to the development partners.
- Formulated multiple ideas to help shape the future of the game both for art and gameplay.
- Lead of the Gameplay QV teams equipment, ensure all team members have updated equipment. Created a detailed spreadsheet to track every member's current equipment and requests.
- Developed spreadsheets to help track testing and verify assets.

Neon Collapse — *Game Designer & PvP Lead Designer*

OCTOBER 2017 - MARCH 2018

- Designed weapon abilities, which played to the target audience's strengths and balanced the mathematical systems.
- Design multiple bosses, which created a unique feel to each playthrough.
- Designed a 3 phase raid boss which played to our target audiences desires.
- Created hazards to help prompt smart movement.
- Lead a small team to create a full PvP experience.

Expansive — *Starcraft 2 Mod*

DECEMBER 2017 - MAY 2018

- Used the Starcraft 2 editor to create a MOBA/RTS mod.
- Created unique characters, each designed around player play-styles and allow multiple strategies to be played.
- Designed a map, which helped achieve the feeling of playing a MOBA.
- Created unique buildings, each having multiple upgrades which allows the player to customize their playstyle.

EDUCATION

Diploma

Game Art and Design

LaSalle College Vancouver

Vancouver, BC

JULY 2016 - JUNE 2018

SKILLS

Engines

- Unreal Engine
- Unity
- Starcraft 2 editor
- GameMaker

Software

- Excel, Powerpoint, and Word
- Photoshop
- DevTrack and Hansoft
- Google Docs and Sheets

Scripting

- C#
- JLT (Fifa Internal software)
- Unreal Blueprinting
- GML

REFERENCES

- References upon request