

TITUS MORRISON

GAME DESIGNER

CONTACT

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EDUCATION

**BACHELOR OF SCIENCE •
MAY 2022**
CONCENTRATION - GAME DESIGN &
ANIMATION

Kent State University •
Kent, Ohio, USA

Graduated with Distinction -
Summa Cum Laude

KEY SKILLS

Team Player
Organized
Communicative
Proficient in Multiple Artistic &
Technical Disciplines

DESIGN SKILLS

Scripting
Prototyping
Documenting
Analyzing
Iterating

INTERESTS

Board Gaming
Miniature Painting
Scarves
Sock to Gremlin Conversion

PROFILE

Relentlessly motivated Game Designer with a strong emphasis on project organization and team dynamics. Skilled at working under pressure in a collaborative environment, acting on and providing constructive feedback, and quickly adapting to new workflows.

EXPERIENCE

CO-FOUNDER / LEAD ENGINEER • MAY 2022—PRESENT

Melty Clown Studio LLC • Kent, Ohio

Responsible for working in a hybrid setting to design game modes, develop gameplay systems, create level layouts, and manage build deployment for a commercial game title (*Bonnie's Bakery*).

- Worked with a tight-knit team to design gameplay mechanics, level designs, game visuals, and story elements that fit the directors' vision.
- Developed prototype systems for testing, then iterated on those prototypes to achieve polished, playtested gameplay.
- Coordinated with multiple asset artists and created custom workflows to deliver unique game visuals.
- Managed release of the game and post-launch support on Steam and itch.io.

3D ARTIST INTERN • JUNE 2021—AUGUST 2021

Square Table Games • Kent, Ohio

Responsible for remotely working with an art director, concept artists, and texture artists to develop enemy character models for use in Unreal Engine.

- Used ZBrush, Blender, and Substance Painter to create models with optimized geometry and efficient UV maps.
- Coordinated with team members to ensure model quality, concept accuracy, technical fidelity, and integration of character-specific gameplay mechanics.

COMPUTER LAB ASSISTANT • JANUARY 2020—MAY 2022

Kent State University • Kent, Ohio

Responsible for opening, maintaining, sanitizing, and supervising a university computer lab, as well as providing on-demand technical support for students.

- Provided students with technical and workflow help primarily related to 3D modeling, architectural visualization, animation, and game design.
- Coordinated with faculty to ensure lab computers stayed up to date with the latest versions of relevant software.
- Supervised and maintained lab space and equipment.