



/CURTIS_MCKINNEY

/COMBAT_DESIGNER

/EXPERIENCE

HEART MACHINE

Senior Technical Designer (Combat Design) | 2024—present

Combat design and technical implementation for [Possessor\(s\)](#). Concepting, pitch, design docs, behavior trees, scripting, hitboxes, playtesting, tuning, balancing, etc. Iterative prototyping with feedback from the creative director. Collaboration with engineering, character art, animation, vfx, and sfx.

- [Possessor\(s\)](#): Designed and implemented 20 boss fights

DIGITAL EXTREMES

Senior Technical Designer (Combat Design) | 2022—2024

Combat design and technical implementation for [Warframe](#). Concepting, pitch, design docs, behavior trees, scripting, hitboxes, playtesting, tuning, balancing, etc. Iterative prototyping with feedback from the creative director and design director. Collaboration with engineering, character art, animation, vfx, and sfx.

- [WARFRAME: 1999](#): Designed and implemented the [Technocyte Coda](#) boss fight.
- [WHISPERS IN THE WALLS](#): Designed and implemented [The Fragmented One](#) boss fight.
- [THE SEVEN CRIMES OF KULLERVO](#): Designed and implemented [Kullervo](#) boss fight.
- [THE DUVIRI PARADOX](#): Designed and implemented [Dax Equitem](#) miniboss fight, and the [Duviri enemy abilities](#).

BIT ROT

Lead Game Designer | 2017—present

Led a five-person team, game design, combat design, creative direction, programming, level design, vfx, music.

- [RECURSIVE RUIN](#): Mind-bending fractal puzzle game, published by [Iceberg Interactive](#), **Very Positive** Steam rating.
- [NECRONOMICON](#): Audio programming language, used to write all the music in *Recursive Ruin*.
- Unannounced Surreal Horror Game

KUMA GAMES

Technical Game Designer | 2013—2016

Combat design, systems design, implementation. Iterative prototyping with feedback from the game director.

/SKILLS

DESIGN

Combat Design
Technical Game Design
Systems design
Sound design / Music Composition

years ENGINES

11 Unreal 4
11 Unreal 5
11 Unity
17 Evolution

years LANGUAGES

8 C / C++
3 C# / Java
4 UE Blueprints
2 Scripting

years SOFTWARE

16 Perforce / git / svn
16 Jira / Confluence
8 Visual Studio / vim
16 Blender
5

/EDUCATION

BOURNEMOUTH UNIVERSITY

PhD | Design, Engineering and Computing

MILLS COLLEGE

MFA | Electronic Music and Recording Media

UNIVERSITY OF OKLAHOMA

BM | Music Composition

/PORTFOLIO

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