

# Galen Koehne

Game Designer

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## PROFESSIONAL WORK EXPERIENCE

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**KIXEYE (War Commander, Tome)**

**Senior Game Designer** 2019 - 2020

**Game Designer** 2017 - 2019

**Associate Game Designer** 2017 - 2017

- Owned all aspects of base target creation, from inception to ship for the majority of bases shipped during my time there.
- Ensured difficulty goals were met and maintained past ship for all bases.
- Assisted or owned in the NPC unit design and gameplay of multiple non player factions.
- Developed multiple boss encounters. Implemented unique gameplay with 2 scripting languages (one XML based, one in-house language).
- Expanded designer tool creation with tools such as the Base Scheduler that reduced a task's time needed by >90%.
- Developed multiple features from inception to ship, working with product, art, ui, and design teams.
- Helped guide narrative threads that played out over multiple months.
- Helped train up and assist junior designers in all aspects of systems and tooling. Ensured quality and style guides were maintained.
- Ensured feature quality and deadlines were maintained. Prioritized tasks to meet deadlines.

**Senior QA Analyst** 2016 - 2017

**QA Analyst** 2014 - 2016

- Ensured proper testing coverage of the entire game.
- Ensured test plan creation, coverage and execution.
- Coordinated with off-site QA teams to ensure proper tasking and coverage.
- Worked with automation and scripting.

**SCEA through Yoh Services LLC** 2012 - 2013

**Quality Assurance Tester**

- Collaborated with team to determine the extent of a product's adherence to SCEA quality standards.
- Assessed product functionality through test cases with various PlayStation hardware and network arrangements.
- Researched and documented product defects and potential violations.
- Performed regression testing on resubmitted titles to determine their current progress.

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## SKILLS

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**Software Knowledge**

- Proficient with: Radiant, Hammer, MS Office Suite/Google Apps Suite, JIRA, Confluence, Perforce, SVN, Jenkins, Photoshop
- Familiar with: Blender

**Programming Languages**

- Proficient with: JS, Java, Google Apps Script, XML, JSON, HTML
- Familiar with: C++, C/C#, Lua, GSC Script

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## PERSONAL WORK EXPERIENCE

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**Neptune** 2019 - 2020

- Solo project to develop a Call of Duty: Black Ops III Zombie Coop level.
- Blocked out, designed and detailed level layout.
- Scripted unique gameplay mechanics such as the main mechanic of recovering flooded floors on the oil rig platform, 2 Easter Egg questlines, and 2 Boss encounters.

**Half-Life : Extinction** 2019 - Present

- Solo project to develop a Half-Life Singleplayer Mod.
- Blocked out, designed and detailed levels that fit within the existing Half-Life universe.
- Responsible for all elements being shipped including story, textures, animations.

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## EDUCATION

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Bachelor of Science, Computer Science  
San Jose State University (2011)