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## EDUCATION

Game Design Postgraduate Certification, George Brown College  
Bachelor of Design (Honours), York University and Sheridan College

## WORK EXPERIENCE

### **Video Game Design Analyst: World & Narrative**

#### **Amazon Game Studios, 09/2022 – 10/2025**

Provided Amazon Games teams with in-depth feedback, reports, industry data, and case studies to assist in the development of narrative and open world features in video games. Assisted in the development of cinematics, IP implementation, level design, wayfinding, and quest progression. Worked with Quality Assurance to assess titles at key milestones, document the evolution of core mechanics, and note progression blockers.

### **Digital and Print Content Designer**

#### **B'nai Brith Canada, 10/2018 – 08/2021**

Designed all print and digital visual content; including materials for events, press releases, marketing and social media campaigns. Produced and maintained UI/UX for company websites, apps, and email communications. Developed and standardized company-wide branding and visual design guidelines. Created easily accessible assets and templates with clear, concise instructional onboarding for use by colleagues.

## PROFESSIONAL PROJECTS

### **Tomb Raider: Catalyst and Tomb Raider: Legacy of Atlantis**

Refined Lara Croft's visual design and 3Cs in order to better align with previous titles and more effectively deliver on player fantasy. Evaluated narrative design, including cinematics, character interactions, environmental storytelling and IP documentation.

### **007 First Light**

Reviewed levels to gauge effectiveness of environmental cues, storytelling, and impact of player choice on quest flow. Evaluated implementation of the James Bond IP through NPC characterization, cinematics, and environmental design.

### **March of Giants**

Proposed refinements for character and environmental models, artwork, and animations in order to improve mechanical readability and visual appeal. Developed systems for community-building, player interaction, and social accountability.

### **New World Aeternum**

Created personality profiles for core player types, with documentation on how the first time user experience could more effectively meet their specific needs. Supported the development of new cinematics, dialogue systems, and world features for New World's console port.

**Other Shipped Titles:** King of Meat, Throne and Liberty

## SOFTWARE KNOWLEDGE

**Visual Design:** Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere, After Effects, Acrobat)

**Production:** InVision, Figma, Miro, Jira, Confluence, Trello, Basecamp

**Communications:** Wordpress, MailChimp, Microsoft Office

**Game Development:** Unreal Engine, Unity