KENTARO TAMAI

GAME DESIGNER

CONTACT

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SKILLS

- Blueprints/Scripting
- Combat Design
- Level Design
- Narrative Design
- Balance Design
- Unreal Engine 5 + 4
- Agile + Scrum

EDUCATION

- Masters of Arts | Academy of Art, San Francisco | 2019

PROFILE

Highly creative and collaborative game designer with a passion for Game Design with over 5 years of experience in the gaming industry. Proficient in Unreal 5 but always hungry to learn more and find new ways to sharpen skills. Wide experience on projects of different sizes from AAA to indie, is flexible and can work in any team.

WORK EXPERIENCE

Unannounced AAA Game | Final Strike Games - Epic Games | Jan 2026 - Oct 2026

- **Owned Activity Features** of all sizes and brought them from proto to ship.
  - Major Activities: the game's marquee experiences.
  - Special Encounters: Dynamic events that encourage emergent gameplay.
  - Discoverables: Smaller Activities to add variety and lower stake experiences.
- Capitalized on UE5 and internal systems such as, **State Trees, GAS, and Engagements** to develop shippable gameplay features.
- Collaborated with multiple disciplines ranging from Hard Surfaces, Animation to VFX, AI, and Level Design to bring Activities to life.
- Designed and updated various **core verb mechanics** such as Heavy Carry to increase the variety mechanics players can use.

Fortnite - Ch.6 Zero Hour | Final Strike Games - Epic Games | July 2025 - Nov 2025

- Designed new **Limited Time Mode** (LTM)
  - A new Horde Mode that highlighted all the weapons, gadgets and hero abilities that transitioned into the Event.
- **Owned the entire loot system** for LTM
  - Responsible for what weapons/gadgets are chosen, loot drop rate, and weapon balance.
- Chose which weapons and gadgets to bring back from the Chapter and updated them to work in the latest build.
- Used UE5 systems to **improve** gameplay item experiences during the Event

1001 Threads of Mizan | Free Range Games | Jan 2024-Jun 2025

- Designed and implemented quests that were **engaging** on repeat playthroughs to emphasize the timeloop nature of the game.
- Worked directly with Game Director on **a major co-op game mode** for story missions.
- Level designed **combat arenas and puzzles**, collaborating closely with multiple disciplines such as Env Art, Engineering and more.
- Used **finite state machines** to build and iterate quests quickly.
- **Championed Gating Mechanic** to introduce more variety and theming into gameplay for the players.

LoTR: Return to Moria | Free Range Games | Nov 2022 - Dec. 2023

- Implemented **main player story path** through trigger volumes, waypoints, and lore entries.
- Designed and implemented the **tutorial system** for core gathering, crafting, and base-building mechanics.
- Created a simple VO system to tie VOs with lore entries.

Wrekless | Free Range Games | June 2022 - Nov. 2022

- Designed **movement focused** traversal spaces to epitomize the skateboard mechanics.
- **Blocked out** level designs for User Generated Player Parks to exemplify the efficacy of our Park Builder.
- **Improved** how park pieces are selected in park creator in close collaboration with lead systems designer.

Rube Goldberg Workshop | Free Range Games | Jan. 2022 - July 2022

- Designed and implemented the tutorial to **onboard** players to our VR controls and mechanics.
- **Designed and tuned** various different kinds of contraptions players used to build their machines such as: Musical Bouncing paddles, anti-gravity machine, and more.