



Kedamour.com
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Unreal, Unity, Photoshop,
Illustrator, Revit, AutoCAD,
Maya, SketchUp, VectorWorks,
ArcGIS, Microsoft Office, iWork

Narrative Worldbuilding
Stylized Spatial Design
Cross-Discipline Collaboration
Playtesting & Feedback Loops

MS (2025)
University of Central Florida
Interactive Entertainment
Level Design

MFA
Savannah College of
Art and Design
Themed Entertainment Design

MS
The University of Oklahoma
Architecture & Urban Design

BFA
Hofstra University
Theatrical Design

Kurt Edison D'Amour

Level Designer

Squinky Studios Level Designer 2024-Present

- Designed and built three levels in a Souls-like game, optimizing flow, pacing, and combat difficulty.
- Blueprinted a dynamic, location-based rain system using Niagara.
- Modeled and set dressed modular environments in Unreal Engine 5.
- Maintained asset consistency across biome-specific level kits.

The 25th Parallel Level Designer 2025

- Designed a cinematic, trap-filled level for a narrative action game focused on spatial storytelling.
- Implemented boobytraps and combat encounters using Blueprint, enhancing gameplay flow through player-triggered events.
- Modeled and implemented props using 3D tools to support visual storytelling and iteration.

Dinosaur VR Lead Level Designer 2025

- Project lead for a VR experience for the Orlando Science Center.
- Directed art, layout, and 3D asset implementation for environments.

Raya & the Lost Dynasty Level Designer 2024

- Designed four levels for an IP-based action-adventure game, emphasizing traversal, stealth, and exploration.
- Built blockouts and placed assets across temple ruins, jungles, and river deltas, emphasizing environmental storytelling.

Uncharted-inspired Mine Level Designer 2024

- Designed a cinematic third-person level set in a flooded mine, guiding players through traversal, light puzzle-solving, and combat.

Kedamour Art Director 2014-2024

- Produced detailed CAD drawings and 3D models to support show design, ride systems, and architectural coordination.
- Modeled themed environments, props, and scenic elements in SketchUp, Maya, Rhino, and Unreal Engine.
- Clients included: Universal Studios, Sony Parks in Asia, Tulsa Zoo, Naughty Dog, Nickelodeon Park in Asia, Itec Entertainment.

Walt Disney World Scenic Design 2017-2021

- Supported six major Disney Parks land expansions through design documentation and AutoCAD.
- Contributed to scenic design and concept development for future immersive environments.