

KIRA STOUT

Game Designer

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SUMMARY

Game designer with 3 years of experience with Unreal Engine, source control, and task management products, along with 2 years experience in management and lead positions coordinating team strengths with company or project needs.

EXPERIENCE

Community Manager

August 2025 - Present

Always Supporting the Games Community- Online

- Supervise and moderate a Discord community of 16,000+ members, fostering a welcoming, inclusive, and on-brand environment.
- Plan events and initiatives to boost participation and retention.
- Serve as liaison between community members and internal teams.
- Implemented bots, roles, and workflows to streamline moderation and onboarding.

Project Lead

June 2025 - Present

Zygotbot- Winter Park, FL

- Led a cross-functional team of 6-12 interns and shadows through Agile sprints, managing weekly goals, retrospectives, and task distribution.
- Maintained and iterated project boards using Jira, Trello, and Confluence to track task delegation and document workflows.
- Facilitated weekly standups and milestone check-ins to keep team members engaged, on schedule, and informed.

Game Designer

April 2025 - Present

Zygotbot- Winter Park, FL

- Designed and iterated on gameplay systems, including progression loops, player abilities, and in-game economy mechanics.
- Created level layouts and blockout with encounter pacing and a focus on player flow, exploration, and environmental storytelling.
- Prototyped and tested UI/UX interfaces such as menus, HUDs, and dialogue systems with usability and accessibility in mind.
- Conducted internal play tests and gathered player feedback to refine mechanics, improve onboarding, and reduce friction points.

Intern Manager

September 2025 - December 2025

Zygotbot- Winter Park, FL

- Interviewed shadows for internship.
- Tracked student intern requirements including weekly logged hours, bi-weekly PowerPoint work submissions, and reach out to those behind or missing hours/submissions.
- Served as a communication bridge between shadows, interns, team leads, and department advisor to ensure clarity of expectations.
- Developed internal resources and documents to streamline processes, including new spreadsheets for resource tracking.

Shadow Manager

June 2025 - December 2025

Zygotbot- Winter Park, FL

- Utilized the Shadow Program to facilitate intern onboarding, observation, and growth across disciplines during a 2-3-month period.

- Introduced 43 students to studio shadowing program, vetted 19 students to internship, retaining 44% of students.
- Collaborated with teams to assign shadows to active projects based on skill focus and studio needs.

Assistant Manager

July 2021 - November 2021

Spirit Halloween- Jefferson City, MO

- Supervised daily operations during high-volume seasonal periods, ensuring efficient opening/closing, cash handling, and bank deposits.
- Recruited, trained, and managed a seasonal team of 20+ associates, focusing on customer service, sales techniques, and loss prevention.
- Oversaw inventory management, including shipment processing, stock replenishment, and damages.
- Executed marketing and promotional activities, including community outreach and themed events, to increase traffic.

Assistant Manager

February 2021 - June 2021

GameStop- Columbia, MO

- Led daily store operations, including opening/closing procedures, cash handling, and end-of-day reconciliation.
- Drove sales growth through upselling, cross-selling, and promoting new releases, trade-ins, and reward programs.
- Managed inventory control, including receiving shipments, conducting cycle counts, and resolving discrepancies to maintain stock accuracy.
- Coordinated and executed in-store marketing, game launch events, and seasonal promotions to increase foot traffic and community engagement.

Store Associate

June 2020 - June 2021

Cirilla's- Jefferson City, MO

- Delivered consistent customer service while handling sales, transactions, and daily store operations.

Assistant Manager

August 2020 - February 2021

Rue21- Jefferson City, MO

- Supervised staff, resolving customer issues, and maintaining smooth day-to-day store operations.

EDUCATION

Master of Science in Game Design (M.S.)

December 2025

Full Sail University, Winter Park, FL

GPA: 3.73.

Graphics and Electronic Media

May 2015

Indiana County Technology Center, Indiana, PA

- Earned NOCTI certification, but did not renew.

SKILLS

Project Management
Critical Thinking
Adaptability

Team Leadership
Problem Solving
Microsoft Word / PowerPoint
Google Drive / Docs

Mathematics
Attention to Detail

TECHNICAL SKILLS

Unreal Engine / Blueprint
Agile Methodologies
Systems Design

Perforce / Github
Prototyping / Debugging
Level Design

Atlassian Jira / Confluence / Trello
Game Mechanics