

# Kayd Hendricks

## Senior Game Designer

Designer with 10+ years creating award-winning gameplay systems, narrative driven quests, and player-first experiences across AAA and high-profile indie titles. Expert in end-to-end content ownership, broad game design, and cross-functional collaboration. Deep fluency in UE4/5, scripting, and live service design.

## WORK EXPERIENCE

### Raven Software - Warzone 2

#### Senior Systems Designer

11/2024 – Present

- Partnered with leadership and Systems Design team to deliver new LTMs, weapons, perks, and seasonal features, for 20+ million players across Warzone 2.
- Led ongoing iteration and balancing of Champions' Quest, Warzone 2's most challenging mode, enhancing player retention and prestige completion rates.
- Spearheaded seasonal testing and integration of cross-title features including advanced movement, camera, and character control systems; ensured polished gameplay across platforms.
- Fostered cross-studio collaboration, working with Treyarch, Beenox, Sledgehammer, and multiple other studios and teams under the Call of Duty umbrella.

### Obsidian Entertainment - Avowed

#### Senior Area Designer

06/2020 – 01/2024

- Owned and directed end-to-end development of major content regions from white-box to final polish by coordinating with cross-functional teams including art, audio, lighting, and narrative.
- Designed and implemented critical-path quests from initial pitch to final scripting, ensuring tight integration with narrative and game logic.
- Sole designer responsible for all scripting and event logic on owned content, using proprietary tools and Unreal 5 Blueprint, enabling complex quest and world event functionality.
- Worked extensively with narrative to drive cost-effective narrative beats and storytelling that deeply integrated choice and consequence, both in the narrative, and in the game world.
- Drove gameplay, narrative, and content vision across owned regions, ensuring consistent tone, player flow, and experiential quality throughout.

### Studio Wildcard - ARK: Survival Evolved & Expansions

#### Design Lead/Senior Designer

10/2014 – 12/2018

- Led cross-functional team of designers, engineers, and QA to deliver the core game, as well as 3 major DLCs (*Scorched Earth*, *Aberration*, *Extinction*) on accelerated timelines for ARK: Survival Evolved.
- Co-developed design vision and content for all 3 ARK DLCs, guiding features from high-level concept through final implementation and launch.
- Directed iterative prototyping and implementation of new creatures, mechanics, weapons, and gameplay loops, ensuring cohesive system balance and sandbox integration.
- Mentored junior designers, supporting career growth through opportunity creation, design exposure, and active advocacy across the studio.

## CONTACT

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- [Linkedin](#)

## PORTFOLIO

- [kaydhendricks.com](http://kaydhendricks.com)

## SKILLS

### Hard Skills:

**Design:** Quest Design, Systems Design, Level Design, Narrative Integration

**Tech:** Scripting, Debugging, Unreal 4/5, Blueprint, Proprietary Engines

**Code:** C#, C++, Python, Lua

**Tools:** Visual Studio, Maya, Houdini, Confluence, Jira, Perforce

### Soft Skills:

- Communication
- Documentation
- Time Management
- Cross-collaboration
- Empathy

### Tools and Software:

- Unreal Engine 4 & 5
- Visual Studio
- Maya/Houdini
- Confluence
- C#/C++/Python/Lua

### Languages:

- English (Native)

## EDUCATION

### Oxnard College

Astrophysics  
Oxnard, California

## OTHER

- Co-founder of IGDA Virginia Chapter
- Writer/contributor to Extra Credits web series on Game Development.