

IAN URBAN

LEVEL / GAME DESIGNER

EDUCATION

CHAMPLAIN COLLEGE, Burlington, VT
Bachelor of Science in Game Design, 2022
Minor: AI Programming

Honors —

GPA: 3.69 • Dean’s List • President’s List
Magna Cum Laude Graduate

TECHNOLOGY

Behavior Trees, C#, C++, Git, Illustrator, Maya, MS Excel, Photoshop, Unity, Unreal, Unreal Blueprints

SELECT COURSEWORK

Advanced Programming
AI for Games • Level Design
Applied Ludology • Arab Spring
Game Architecture • Game Studio
Game Systems & Experience Design
Aesthetic Expressions & Interactions
Game Production • Modern Graphics
Game Technology • Visual Communication

ADDITIONAL EXPERIENCE

CUTCO, Lexington, MA
Sales Representative, Summer 2022
Showcased product portfolio through 45-minute Zoom presentations, generating \$9K in revenue in 10 weeks and receiving a President’s Note as a result of success. Pushed self out of comfort zone into a position normally held by an extrovert, and gained speaking, presentation, business development, and client relations skills.

SPIRAL HORN APIARY, San Saba, TX
Summer Team Member, 2015-2018
Supported the daily operation of the apiary by tending to hives, harvesting honey, and bottling products. Restocked inventory throughout local retailers, merchandised offerings, and served as a brand ambassador within the community educating others on hive products, workshops, and events.

SNAPSHOT

Recent graduate with a bachelor’s degree in game design and a minor in AI programming, with an **impressive portfolio of collaborative work** demonstrating the ability to map out, develop, and create engaging gameplay. Acquired skills in systems, technical, narrative, content, and level design, with a **passion for creating the step-by-step experience and parameters determining a player’s journey**. Intellectually curious with enjoyment solving problems, learning and applying new concepts, and exploring opportunities to create bold game experiences.

STRENGTHS

Game Documentation • Level & Interaction Design • Build & Test Lifecycle
Enemy AI Design • Team Collaboration • Creativity & Curiosity

INDUSTRY EXPERIENCE

MOTION LOGIC STUDIOS, Lexington, MA 2022-present
Level Design, Contractor

Create enjoyable player experiences by greyboxing levels, implementing 2D-level design docs into playable 3D environments and levels. Drive the visual presentation, construction, and gameplay flow of a product under development.

Plan and independently manage workflow as a remote associate, reporting to the game group in California, coordinating deliverables across time zones, and seamlessly interacting with colleagues of this full-service development house.

- **Define level designs, engaging in rapid iterations of new level design concepts** while considering gameplay and character interactions, foundational logic and mechanical plans, and overall story narrative and environment.
- **Construct multiple pathways for game exploration**, soliciting feedback to inform new levels, collaborating on improvements, and demonstrating skills utilizing Unreal Engine and the multiplayer gaming landscape.

CHAMPLAIN COLLEGE, Burlington, VT 2018-2022
Game Design Student (www.ianurban.com)

Designed and built a variety of games as a member of 6 development teams, learning systems, levels, and AI interactions to create unique player experiences.

- **Leveraged Unity engine to design and create with a focus on level design**, navigating the full development lifecycle during individual and team projects.
- **Demonstrated a passion for making games; constructing levels;** and building quests, experiences, and interactions aligned with game narratives.

MANGODX, Boston, MA Summer 2019
UI / UX Design Intern

Contributed to UI and UX ideation, design, and testing for a medical manufacturing startup developing the first real-time automated platform capable of instant results reporting within the tailored biologics and vaccine industries.

- **Developed a comprehensive presentation** showcasing possible user interface and user experience design options that aligned with brand objectives.