

# IAN URBAN

## LEVEL / GAME DESIGNER

### EDUCATION: HONORS & DEGREE

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 & TECHNICAL SKILLS

#### Scripting:

- C# & C++
- Behavior Trees & Unreal Blueprints

#### Version Control & Project Management:

- Git
- Agile Game Development

#### Game Engines

- Unity
- Unreal 4 & 5
- Various Proprietary Engines/Editors

#### Select Software

- Illustrator, Photoshop, & Maya
- MS Excel, Word, & PowerPoint

### PORTFOLIO HIGHLIGHTS

#### Post-Graduation:

- Orgos Facility 345 (Snapmap Editor)
- Azrian’s Chamber (Puzzle Creator Editor)
- The Airfield (Far Cry 5 Arcade Editor)
- Tarmon (Unreal 5)

#### Pre-Graduation:

- Sunline (Unity)
- Cluckshot (Unity)
- The Forest of Agora (Unity)

### SELECT COURSEWORK

AI for Games • Advanced AI Programming  
Applied Ludology • Level Design  
Game Architecture • Game Studio  
Game Systems & Experience Design  
Game Production • Game Technology

### SNAPSHOT

A Champlain 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 systems, narrative, interaction/combat, and level design skills, with a passion for creating the step-by-step experience and parameters determining a player’s journey. Intellectually curious with enjoyment in solving problems, learning and applying new concepts, and exploring opportunities to create bold game experiences.

### STRENGTHS

Level & Interaction Design • Game Documentation • Rapid Prototyping  
Grey Boxing • Creativity & Curiosity • Team Collaboration

### INDUSTRY EXPERIENCE & EDUCATION

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

Play a pivotal role in driving a product’s visual presentation, construction, and gameplay flow. Create enjoyable player experiences by grey boxing levels and rendering 2D visual images into 3D prototypes.

Plan and independently manage workflow as a remote associate. Coordinate deliverables across time zones and seamlessly interact with colleagues.

- **Define level designs and engage in rapid iterations of new level design concepts** while considering gameplay, mechanics/systems, character interactions, and overall story narrative and environment elements.
- **Construct multiple pathways for game exploration**, soliciting feedback to inform new levels, collaborating on improvements, and demonstrating skills utilizing Unreal Engine 4 and Maya.

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 aligned with brand objectives.

CHAMPLAIN COLLEGE, Burlington, VT 2018-2022  
**Game Design Student (Portfolio: [www.ianurban.com](http://www.ianurban.com))**

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

- **Leveraged Unity & Unreal to design/create levels, worlds, & Interactions**, while navigating through entire development cycles of individual and team projects.
- **Demonstrated a passion for making games; constructing levels;** building quests, experiences, and interactions aligned with game narratives and objectives.