

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
- Radiant & Various Proprietary Engines

Select Software

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

PORTFOLIO HIGHLIGHTS

(Portfolio: www.ianurban.com)

Proprietary Engines/Editors:

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

Unreal & Unity:

- Tarmon (Unreal 5)
- Sunline (Unity)
- Cluckshot (Unity)
- The Forest of Agora (Unity)

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 gameplay, systems, 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 & Gameplay Design • Game Documentation • Rapid Prototyping
Grey Boxing • Creativity & Curiosity • Team Collaboration

INDUSTRY EXPERIENCE & EDUCATION

MOTION LOGIC STUDIOS, Lexington, MA 2022-2023
Level Design, Contractor

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

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.