

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:

- Kalios (Radiant)
- 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)
- 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 Design • Combat Design • FPS 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.

As a remote associate, plan and independently manage workflow. 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.

Orgos Facility 345, Individual Project Summer 2023

Level, Combat, & System Design

Using the Snapmap editor, I designed, coded, and built the level structure and various encounter types, ranging from semi-puzzle run-and-gun boss fights to surviving the onslaught of demon hordes within Orgos Facility 345.

- **Developed a side narrative connection** to drive and explain the happenings within the facility.

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.

- **Sunline: Leveraged Unity to create various levels & Interactions** while navigating through the entire development cycle of creating and publishing a game to Steam.
- **The Forest of Agora: Designing encounters alongside coding enemy AI** via utilization of the Unity game engine.