

Ian Colquhoun

Toronto

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Level Designer

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I'm a level designer who has done everything from high concept to level design, programming, creative writing, QA testing and production.

SKILLS

- Built levels from whitebox to art polish in Unreal, Unity and Hammer.
- Scripting for combat encounters and level logic.
- Working understanding of C#, C++ and Python.
- Working understanding of Adobe Creative Suite and Microsoft Office Suite.
- Writing and maintaining technical documentation.

PROJECTS

- [*Somatic*](#) (2019) – *Half-Life 2* singleplayer mod. Project leader, consulting with artists and composer to create a level with new assets. Designed the level and was responsible for scripting and most of the environment art.
- [*DM-Jazz*](#) (2019) – *Unreal Tournament 4* deathmatch map. Level designer.
- [*Out of Time*](#) (2019) – 2D Action party title. Designed one of the multiplayer levels, co-designed the core mechanics and wrote and maintained production documents. Managed work tasks via Trello. Conducted playtests and iterated based on public feedback.
- [*Spider: Rite of the Shrouded Moon*](#) (Steam, iOS, PS4, Tiger Style, 2015) – 2D Action Puzzler. Tester. Worked remotely with the development team, giving timely and critical feedback on level design and environmental storytelling.

EXPERIENCE

Designer, Programmer, Know All Studio, Remote (2019-2020)

- Designer and programmer for Bake Star VR, a VR arcade game developed remotely.

Playtester, Tiger Style (2014-2015)

- Playtested levels and ARG, giving timely feedback on level design and environmental storytelling.

EDUCATION

Post-Graduate Certificate, Game Design, George Brown College, Dean's Honour List

B.A. English Literature, Cultural Studies, B.Sc. Computer Science (Candidate) Trent University