Ian Colquhoun

Level Designer

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I'm a level designer who has done everything from high concepting to narrative and game design, programming, and QA testing.

SKILLS

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

PROJECTS AND EXPERIENCE

Level Designer, Rebellion Developments (2021-Present)

- Atomfall (2025) – Documentation, design and layout for a mission. Design and implementation of narrative-driven quests. Planned and wrote journal notes. Sandbox enemy design and placement for DLCs 1 and 2.
- Sniper Elite 5 (2022) – Design, mission logic and encounter scripting for mission 1 and 2, technical polish on mission 4.

Level Designer, Calroot Digital (2020-2021)

- Cartels (2022) – Multiplayer tactical shooter. Design and layout for maps "Centro" and "Jungle".

Independent Designer

- Somatic (2019) – *Half-Life 2* singleplayer mod. Did design, layout, mission logic and scripting, and environment art.

QA Tester, Tiger Style (2014-2015)

- Spider: Rite of the Shrouded Moon (2015) – QA Tester. Gave bug reports and design feedback.

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