**Ian Colquhoun**

Level Designer

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

[ian-colquhoun.wixsite.com/mysite](https://ian-colquhoun.wixsite.com/mysite)

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**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](https://www.rebellion.com) (2021-Present)

* [Atomfall](https://store.steampowered.com/app/801800/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](https://store.steampowered.com/app/1029690/Sniper_Elite_5/) (2022) – Design, mission logic and encounter scripting for mission 1 and 2, technical polish on mission 4.

Level Designer, [Calroot Digital](https://store.steampowered.com/app/1539760/Cartels/) (2020-2021)

* [Cartels](https://ian-colquhoun.wixsite.com/mysite/cartels) (2022) – Multiplayer tactical shooter. Design and layout for maps “Centro” and “Jungle”.

Independent Designer

* [Somatic](https://ian-colquhoun.wixsite.com/mysite/somatic) (2019) – *Half-Life 2* singleplayer mod. Did design, layout, mission logic and scripting, and environment art.

QA Tester, [Tiger Style](https://www.tigerstylegames.com/) (2014-2015)

* [Spider: Rite of the Shrouded Moon](https://www.shroudedmoon.com/) (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