**Ian Colquhoun**

Level Designer

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

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

ianacolquhoun@gmail.com

**SKILLS**

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

**PROJECTS**

* [*Somatic*](https://www.ian-colquhoun.com/somatic) (2019) – *Half-Life 2* singleplayer mod. Project leader, working with artists and composer to create a level with new assets. Designed the level and did scripting and environment art.
* [Cartels](https://www.ian-colquhoun.com/cartels) (2021) – Multiplayer tactical shooter. Design and layout for maps “Centro” and “Jungle”.
* [DM-Jazz](https://www.ian-colquhoun.com/dm-jazz) (2020) – Unreal Tournament 4 multiplayer map. Design and layout, taking the map from paper to final.
* [*Out of Time*](https://ian-colquhoun.wixsite.com/mysite/out-of-time) (2019) – 2D Action party title. Designed one of the levels, co-designed the core mechanics and wrote and maintained production documents. Managed group work tasks via Trello. Conducted playtests and iterated design based on public feedback.
* [*Spider: Rite of the Shrouded Moon*](https://www.shroudedmoon.com/) (Steam, iOS, PS4, Tiger Style, 2015) – 2D Action Puzzler. Tester. Gave timely feedback on level design and environmental storytelling. Created bug reports.

**EXPERIENCE**

Level Designer, [Calroot Digital](https://www.calroot.com/) (2020-Present)

* Level designer on Cartels, an upcoming multiplayer tactical FPS.

Playtester, [Tiger Style](https://www.tigerstylegames.com/) (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