# Ryan Atkinson

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## Level Design Summary

Level designer with scripting experience. Rapidly sketches, documents, blocks out, and iterates on unique levels in 2D and 3D environments. Find's creative solutions to problems. Incorporates player feedback into the design process. Collaborates with artists and programmers to make engaging and imaginative worlds.

## Skill Summary

- Level design and documentation
- System design and balancing
- Documenting levels and systems
- Rapid prototyping
- Player-centric design
- Iterative design
- Collaborating on interdisciplinary teams
- Time management and task prioritization
- Team leadership and management
- Small group communication
- QA planning and testing
- Scrum and agile development

## Technology Summary

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|---|---|
| **Competent** | Unity 4.6, C#, Photoshop CS 6, Illustrator CS6, Maya 2013-15, Microsoft Office, SVN subversion |
| **Familiar** | UE4, Flash, ActionScript 3, JavaScript, UDK, After Effects CS6, AuditionCS6, Redmine |

## Development Experience

**Level Designer: *Starfighter Inc.* (June 2015 – Present)**.

- Game Summary: Realistic space multiplayer game focusing on intense space battles.
- Primary Tasks: Design, document, test and iterate on new missions. Review documentation that will be added to a reformatted GDD. Worked remotely managing my own time and schedule to get tasks done.

**Lead Designer: *Vivd Grid* (December 2014 – Present)**

- Game Summary: Simple puzzle game for iOS phones, designed for the causal market.
- Tasks: Prototyped and designed for mobile devices, scripted systems in Unity 4.6 using C#, managed testing sessions and analyzed QA feedback, recruited new team members to assist in development.

**Level and UI Designer: *Hyper Syntax* (Sep 2014 – May 2014) - Won Champlain's Game of the Year Award**

- Game Summary: Fast paced split screen multiplayer game where players fly ships that create deadly light trails.
- Tasks: Worked with UI artist to create an intuitive UI and HUD, collaborated with level artists throughout the level creation process, created documentation to support design decisions, ran team and scrum meetings

**Level Designer: *PEW* (Jan 2014 – May 2014) -** Build available upon request.

- Game Summary: Networked asymmetric team death match with multiple weapons and power ups.
- Primary Tasks: Conceptualized and iterated on three unique levels, balanced weapons for asymmetric multiplayer, created particle effect systems for power ups and player feedback, quickly made placeholder animations for early implementation.

## Work Experience

**Research: GameBlocks (Aug 2015 – Present)**

- Researched new leads and managed the contact database. Researched game events that the CEO should attend.

**Play Tester (unpaid): Birnam Wood Games (Oct 2011 – May 2013)**

- Quality Assurance testing for *Loc* (2011-2012) and *Pathogen* (2012-2013), tested on PC and iPad, submitted bug reports using Redmine.

## Education

CHAMPLAIN COLLEGE – Burlington, VT
Graduating, 2015 – Bachelor's Degree in Science - Game Design