

Colton Revia | Level Design and Scripting  
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## SKILLS

Coding and Visual Scripting:	Engines:	Other Design Tools:	Workflow and Source Control:
<ul style="list-style-type: none"> <li>Unreal Engine 4 Blueprints</li> <li>C++</li> <li>Lua</li> <li>Python</li> <li>C#</li> </ul>	<ul style="list-style-type: none"> <li>Unreal Engine 4</li> <li>Cryengine (Sandbox 3)</li> <li>Creation Kit (Skyrim)</li> <li>Unity 4</li> <li>Source Hammer Editor</li> </ul>	<ul style="list-style-type: none"> <li>3DS Max</li> <li>Adobe Photoshop</li> <li>Adobe Premiere</li> </ul>	<ul style="list-style-type: none"> <li>Agile Methodology</li> <li>Scrum</li> <li>Perforce</li> <li>SVN</li> <li>Microsoft Office</li> </ul>

## EXPERIENCE

<b>Undergraduate Researcher - Parasol Labs, College Station, Tx</b>	Aug. 2012 to Dec. 2013
<ul style="list-style-type: none"> <li>Developed graphical interface for visualizing graph construction for path-planning robots</li> <li>Authored simple behaviors to facilitate complex motion following the high-level planning algorithms</li> </ul>	

## TEAM PROJECTS

<b>Systems and Level Designer – <i>Scrapped</i> – 3D Platformer – 14-person team – Unreal Engine 4.8</b>	5 Months, Shipped 2015
<ul style="list-style-type: none"> <li>Designed and prototyped initial gameplay from team/leads' vision</li> <li>Ensured delivery of high-value systems including character animations and designer-friendly gameplay objects</li> </ul>	
<b>Level Designer – <i>Cult</i> – 4v4 Capture the Flag FPS – 7-person team – Unreal Engine 4.6</b>	4 Months, Shipped 2015
<ul style="list-style-type: none"> <li>Facilitated character animation by doing initial rigging and animation behaviors</li> <li>Aided lead programmer by debugging and prototyping high risk items like dynamic cloth</li> <li>Scripted menu, player death camera, and player kill/death messages</li> </ul>	
<b>Level Designer – <i>Heart of the Incendium</i> – 2D Platformer – 5-person team – Unity 4</b>	2 Months, Shipped 2014
<ul style="list-style-type: none"> <li>Co-led final storyboarding for the game's narrative</li> <li>Originated and co-authored Level Progression Plan</li> <li>Pushed for expanded player experience as a result of player testing</li> <li>Created release trailer, including storyboards</li> </ul>	

## INDIVIDUAL PROJECTS

<b>The Eternal Struggle – Unreal Engine 4</b> – The Eternal Struggle is a top-down, third person action RPG that relies on data-driven classes and enemies. Its designs support three different character classes and four different enemies.	6 Weeks
<b>The Scale of Akatosh – Skyrim, Creation Kit</b> – Traditional, epic-style quest drawing deeply from the lore of the <i>Elder Scrolls</i> universe, intended to be auxiliary to <i>Skyrim's</i> main quest chain.	6 Weeks
<b>Invasion – Crysis 2, Sandbox 3</b> – Short, intense combat experience intended as an alternate path for early game campaign progression.	5 Weeks

## EDUCATION

<b>SMU Guildhall; Plano, Texas</b>	Expected Completion Dec. 2016
<ul style="list-style-type: none"> <li>Master of Interactive Technology in Digital Game Development</li> <li>Focus in Level Design</li> </ul>	
<b>Texas A&amp;M University; College Station, Texas</b>	May 2014
<ul style="list-style-type: none"> <li>Bachelor of Science in Computer Engineering</li> <li>Focus on Computer-Human Interaction and Information Systems, Minor in Business</li> </ul>	