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| Colton Revia | | | Level Design and Scripting |
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| **SKILLS** | | | | | |  |
| **Coding and Visual Scripting:** | **Engines:** | **Other Design Tools:** | | | **Workflow and Source Control:** | |
| * Unreal Engine 4 Blueprints * C++ * Lua * Python * C# | * Unreal Engine 4 * Cryengine (Sandbox 3) * Creation Kit (Skyrim) * Unity 4 * Source Hammer Editor | * 3DS Max * Adobe Photoshop * Adobe Premiere | | | * Agile Methodology * Scrum * Perforce * SVN * Microsoft Office | |
| **EXPERIENCE** | | | | | |  |
| **Undergraduate Researcher - Parasol Labs, College Station, Tx**   * Developed graphical interface for visualizing graph construction for path-planning robots * Authored simple behaviors to facilitate complex motion following the high-level planning algorithms | | | | | | Aug. 2012 to Dec. 2013 |
| **TEAM PROJECTS** | | | | | |  |
| **Systems and Level Designer – *Scrapped* – 3D Platformer – 14-person team – Unreal Engine 4.8**   * Designed and prototyped initial gameplay from team/leads’ vision * Ensured delivery of high-value systems including character animations and designer-friendly gameplay objects | | | | | | 5 Months, Shipped 2015 |
| **Level Designer – *Cult* – 4v4 Capture the Flag FPS – 7-person team – Unreal Engine 4.6**   * Facilitated character animation by doing initial rigging and animation behaviors * Aided lead programmer by debugging and prototyping high risk items like dynamic cloth * Scripted menu, player death camera, and player kill/death messages | | | | | | 4 Months,  Shipped 2015 |
| **Level Designer – *Heart of the Incendium* – 2D Platformer – 5-person team – Unity 4**   * Co-led final storyboarding for the game’s narrative * Originated and co-authored Level Progression Plan * Pushed for expanded player experience as a result of player testing * Created release trailer, including storyboards | | | | | | 2 Months,  Shipped 2014 |
| **INDIVIDUAL PROJECTS** | | | | | |  |
| **The Eternal Struggle – Unreal Engine 4 –** 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 |
| **The Scale of Akatosh – *Skyrim*, Creation Kit –** Traditional, epic-style quest drawing deeply from the lore of the *Elder Scrolls* universe, intended to be auxiliary to *Skyrim*’s main quest chain. | | | | | | 6 Weeks |
| **Invasion – *Crysis 2*, Sandbox 3 –** Short, intense combat experience intended as an alternate path for early game campaign progression. | | | | | | 5 Weeks |
| **EDUCATION** | | | | | |  |
| **SMU Guildhall;** Plano, Texas   * Master of Interactive Technology in Digital Game Development * Focus in Level Design | | |  | Expected Completion Dec. 2016 | | |
| **Texas A&M University;** College Station, Texas   * Bachelor of Science in Computer Engineering * Focus on Computer-Human Interaction and Information Systems, Minor in Business | | | | | | May 2014 |