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| Colton Revia | | | Level Design and Scripting |
| crevia1@gmail.com | | | [www.coltonrevia.com](file:///E%3A%5C_Very_Random_Catchall%5C_GeneralWorkspace%5CGuildhall%5CApplicationDocuments%5Cwww.coltonrevia.com) |
| (409) 656-5041 | | | Skype: colton.revia |

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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 |