OWEN DARLING

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SUMMARY

- Experienced in developing engaging experiences in standard 3D editors such as Unity and Unreal Engine.
- 3 years of experience bringing a design from concept to polish while collaborating with teams of other students.
- Educated in Level Design, Technical Design, 3D modeling, and programming using C# and Blueprints.
- An adaptive learner that uses feedback from peers to further enhance a good gameplay experience.

EDUCATION

Honours Bachelor of Game Design

Sheridan College - Oakville, ON   Expected Graduation: 2025

RELEVANT COURSES

Foundations and Principles of Level Design

- Cultivated an understanding of architecture design strategies and how to manipulate the world space to create the best gameplay experience for the player.
- Applied my constantly evolving knowledge of level design strategies throughout multiple projects in Unreal Engine and Unity.

Design Practice 4: Gamification

- Collaborated in a professional environment with other students to create a year-long project adhering to a relevant problem in our real world.
- Enhanced technical design skills through the implementation of any custom systems or mechanics from design pitches.
- Developed project management skills to ensure an organized development process that appealed to our project's goals.
- Conducted playtests using industry practices to polish the project.

PERSONAL PROJECTS

Project BLUE

- Developed a level design project in Unity using asset packs that fit the needs of the design I created. By using asset packs, I was simulating the real work conditions of a level designer.
- Performed technical design to add custom design concepts to the game. Beginning with a simple mockup, I fully designed the systems I wanted to add to the somewhat basic asset packs.
- Created adaptive AI that alters the way it reacts to the player's actions. Using advanced AI techniques such as goal-oriented action planning (GOAP), I was able to create a complex AI system that forced the player to think tactically.
- Managed the personal project through detailed documentation of concepts as well as devlogs recording the developmental process.

SKILLS

Level Design	Unity	Blueprint Programming
C#	Unreal Engine	Adobe Creative Cloud