IAN PERCY | Level Designer

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Hello! I'm a level designer with one shipped title and am highly proficient in Unreal Engine 5. I'm driven by exploration, mastery, and a desire to teach and immerse the player. I communicate well, iterate fast, and love working closely with others to learn new skills!

Skills

Programs: Unreal Engine 5, Unity, Autodesk Maya, Adobe Photoshop, Illustrator, Substance Painter
Scripting Languages: Blueprint Visual Scripting, C#

Work Experience

Noodle Cat Games, Unannounced Project, *World Designer*   December 2024 - Present
Noodle Cat Games, Unannounced Project, *Contract Level Designer*   June 2024 - December 2024
Responsible for designing open areas, working with procedural content systems, and utilizing Unreal Blueprint scripting to create gameplay systems.

Unlimited Fries, Grimhook, *Lead Level Designer* (Team of 30)   March 2023 - Present
Dependably owned and implemented all aspects of design within a highly collaborative environment.
- Shipped an Unreal Engine 5 title on Steam with over 35,000+ players and overwhelmingly positive reviews.
- Wrote design documentation to define and communicate game scope, pacing, progression, and mechanics.
- Managed all level mechanics, combat encounters, scripted sequences, and optimization using Unreal blueprints, data assets, data tables, navmesh, level sequencer, and data layers.

Cosmic Combat, *Design Lead* (Team of 50)   August 2023 - May 2024
Demonstrated leadership and flexibility, guiding the design department from alpha to release.
- Leading the design team through organized weekly meetings and playtests.
- Providing input and regular feedback to create engaging multiplayer gameplay spaces.
- Collaborating with department leads to drive creative vision and maintain reasonable scope.

Projects

The Burlson House, *Level Designer* (Solo project)   April 2023
- Independently prototyped, iterated, scripted, and polished title in Unreal Engine 5.
- Used Unreal Engine blueprint tools to implement level interactions, scripted events, and animations.
- Used lighting, 3D modeling, and texturing skills to create immersive and compelling environment art.

Education

The University of Texas at Dallas (UTD)   May 2020 - May 2024
Bachelor's of Arts, Humanities, and Technology in Games

Leadership and Awards

Student Game Developer Association (SGDA), *Junior Officer*   August 2023 - May 2024
- Held design presentations and assisted hosting weekly meetings, portfolio reviews, and fundraisers.

Dean's List, *UTD School of Arts, Humanities, and Technology*   Spring 2021, Fall 2021, Spring 2023, Fall 2023
Fan Favorite, *UTD SGDA*   November 2023, March 2023
Best Gameplay, Best Overall, *UTD SGDA*   March 2021