

IAN PERCY | Level Designer

 percyi.com -  [linkedin.com/in/ianpercy](https://www.linkedin.com/in/ianpercy)

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, Cloudheim, *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