



# IAN VUYK, LEVEL DESIGNER

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## PROFESSIONAL HISTORY

### Level Design Lead

*Red Pen Games, 2020 - 2022*

- Designed dungeons and environments for a stealth RPG in conjunction with a series of complex narrative and movement systems.
- Worked closely with programmers and artists to implement and iterate on designs.
- Developed and led a team of twelve programmers, artists, musicians, and writers to work on a student video game.

### Level Designer

*Freelance, 2022 - present*

- Designed 16 quests and dungeons for Penny Dragon Games and ND Hobbies.
- Wrote over 100 pages of designs and maps for Dungeons and Dragons publishers including The Griffon's Saddlebag and Starcane Press.
- Developed the economics and systems behind a replacement spellcasting mechanic in one of Frog God Games' upcoming publications.

### Multimedia Designer

*Steadfast Foundations Technologies, 2022 - present*

- Designed and iterated upon digital, physical, and written marketing materials.
- Pitched and drafted a range of advertisements for an upcoming campaign.
- Represented a new line of products through meeting with clients at trade shows.

### Programmer and QA Tester

*Weatherford International, 2019*

- Rigorously tested and documented findings for a developing line of software.
- Designed and implemented UI for a custom search engine as part of a software team.
- Developed categorizations and tools for various data types.

## EDUCATIONAL HISTORY

### BS University Studies in Architecture

*Texas A&M, 2018 - 2021*

- Minor in Communication
- Minor in Creative Studies
- Chillennium game jam finisher and officer
- Dean's List

## SKILLS AND PROFICIENCIES

- Paper Blockouts
- Engine Whiteboxing
- Level Scripting
- Written Level Designs
- Lateral Thinking
- UE 4-5 & blueprints
- Unity 2D and 3D
- Source Engine & Hammer
- Paper Levels
- QA Testing
- Python, C#, & C++
- Photoshop
- Microsoft & Google suites
- Architectural Theory
- System Design