

# COULTER BAKER

GAME DESIGNER

## CONTACT

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## SKILLS

- Game mechanic, systems and level design
- Prototyping and iterative development
- Design Documentation
- QA and playtest management
- Unity workflow, interface and C#
- Visual Studio Code
- Photoshop and Adobe Suite
- Art Direction
- Community Engagement
- Technical and Creative Writing
- GIT

## CAREER OBJECTIVE

Accomplished, dedicated and reliable professional with multiple shipped game projects. Experienced working in multiple roles, including Game and level design, Community Outreach, and QA Testing. Looking for new and exciting opportunities in the field of game design.

## EXPERIENCE

April 2019 - Present

### Lead Game Designer - Skyweaver

Horizon Blockchain Games, Toronto, ON

- Lead design direction for *Skyweaver*, a Trading Card game in the Web3 Space, serving as a go-between communicating with multiple teams and departments.
- Design and release new cards, features and entire expansion sets.
- Rebalance and revise cards and mechanics to maintain a healthy and diverse player experience.
- Produce and update game and feature design documents, giving clear direction for the development team to implement them.
- Engage in community building and outreach through bi-weekly live-streams and public discussion forums, maintaining open communication with players.
- Record and develop videos, blog-posts, art prompts, and other supporting materials to help with visual design and marketing.

September 2018 - April 2019

### Game and Level Designer - Clan O'Conall

Hitgrab Game Labs, Toronto, ON

- Design and implement mechanics and levels for *Clan O'Conall*, a fast-paced, beat-em-up platformer.
- Create unique individual challenges and interactions for the game's three playable characters, supporting its core mechanic of character switching.
- Design and implement tutorial levels and mechanics in Unity and C#.
- Assist with QA testing for levels and mechanics, report larger issues while implementing solutions independently where possible.
- Refine and modify the movement and controls of individual characters to create satisfying game feel and character motion.

September 2018 - February 2019

### Part Time Professor of Game Design

Sheridan College, Oakville, ON

- Teach game design to second year students, focusing on core game and mechanic design concepts.



- Develop a successful course plan, syllabus and schedule which met and exceeded requirements.
- Provide personalized input and feedback to enhance students' individual learning and development.
- Assist students in accessing important resources and accommodations to help with their own unique accessibility needs and challenges.

May 2017 - June 2018

### **Game and Level Designer - Fracter**

Guru Studio, Toronto, ON

- Primary Level and Game Designer on *Fracter*, an award-winning unique mobile puzzle game centered around light and darkness.
- Develop a light-based puzzle system using reflection, rotation, and redirection of light to reveal pathways, open gates and defeat enemies.
- Focus design on modular elements. Facilitate easy recombination into a wide range of puzzles and challenges to save on development time.
- Playtest and incorporate user and client feedback, making iterative improvements on levels and experience.
- Produce a final product which exceeded all client expectations.

September 2013 - Present

### **Business Owner**

Alpha-Omega-Alterations, Toronto, ON

- Create unique and personalized works of art on trading cards for a variety of clients around the world.
- Paint, alter and modify cards to a wide variety of client specifications, routinely exceeding client expectations.
- Advertise, promote and grow business through online forums and positive customer feedback and connections.
- Create and maintain pricing models based on estimated time and effort, adjusting prices to meet market demands.

## EDUCATION

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May 2017

### **Bachelor of Game Design**

Sheridan College, Oakville

May 2017

### **Certificate in Creativity**

Sheridan College, Oakville

## REFERENCES

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**References available upon request**