

# Bryson Coleman

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## CAREER SUMMARY

I try to turn ideas into fun and compelling gameplay. Over the last 3 years, I have created different games and prototypes to provide fun gameplay experiences for players as I attempt to learn more about why certain mechanics and systems are fun.

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## SKILLS AND STRENGTHS

- **Proficient**
    - Unreal Engine 4&5, Unity, Visual Scripting, Perforce, Jira, Confluence, Trello, Design Documentation, Level Design, Playtesting & Iteration, Microsoft Excel, Google Sheets, Aesprite, C#, C++, Python, Adobe Photoshop, Adobe Illustrator, UX/UI Design, Visual Design,
  - **Soft Skills**
    - Communication, Time Management, Problem Solving, Resourceful, Adaptability
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## Relevant Experience

- **In-Vigor**
    - Capstone Project – Jul 2022 – Oct 2022 [Game Designer]*
      - Aided in development from Pre-Production to Content Complete and Whitebox Playable
      - Worked using Unreal Level Sequencer to make small cutscenes during gameplay
      - Planned, Developed, and Implemented Interactable System utilized by multiple team members
      - Performed Agile Development Best Practices Jira, Confluence, and Perforce
  - **Adventure Project**
    - School Project - Aug 2021 - Oct 2021 [Level Designer]*
      - Used Blueprints Level Events, and created documentation as I developed the level.
      - Iterated on level using industry-standard level design pipeline to achieve desired game feel and aesthetics.
  - **Bow Game**
    - Personal Project – May 2022 – Jun 2022 [Solo Developer]*
      - Brainstormed, Prototyped, and Iterated on the core-gameplay loop of solving puzzles using the bow
      - Used Blueprints to script AI functionality, Animated the bow using Unreal Animator.
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## WORK HISTORY

**Amazon**, Fort Worth, TX. Fulfillment Center Employee, (12/2021) – (6/2022)

**TCWGlobal** (Zenimax Media Inc.) Richardson, TX. Contract Play Tester (10/2022) – (11/2022)

## EDUCATION

Bachelor of Science: Game Design, 2022, Full Sail University, Winter Park, FL