
IAN CONSTABLE

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Profile

I'm a game designer and adaptable generalist who has done a little bit of everything.

Experience

Freelance Video Producer — 2018 - 2020

Contract work running online streaming video presentations that include presenters, media, and live video games. Clients include Intrepid Studios.

Secretary, International Game Developers Association San Diego Chapter 2017-2019

Organized events, including mixers, lectures, and game jams. Coordinated joint ventures with other organizations. Ran live video streams of lectures and events. Facilitated a ranked-choice voting process with the community to elect new board members for two years consecutively. Tabled booths at public events. Took minutes of IGDA-SD board meetings.

Animator, Azentium — 2015 - 2016

Worked with an independent game development team on a cancelled title. Prepared in-game character models for use with existing animations in the game software (Unity3D). Modeled 3D game props. Collaborated with the rest of the team on game story and scenario.

Associate Game Designer, Appy Entertainment — 2012 - 2014

Level design, game systems design, and quality assurance. Built dozens of game levels for titles *Where's My Perry?* and *Where's My Mickey?* under contract from Disney Mobile. Evaluated user experience for in-development game levels by watching play-tester interactions over a live video feed. Designed levels and game systems for cancelled mobile RPG title *SpellCraft II*.

Education

University of Hawai'i at Manoa — B.F.A., Creative Media — 2005 - 2010

History Minor

UCSD Extension Digital Arts Center — Certificate, Casual Game Development 2011 - 2012

Learned Unity3D development and game design

San Diego Mesa College — 2020 - 2022

Learned Unreal Engine 4 and 5

Skills

Game development (*Unreal Engine 4 & 5, Unity3D*), Level Design, 3D modeling (*Maya, Blender*), Scripting (*Javascript, C#, UE Blueprint*), Version control (*Perforce, Versions, Git*) Livestream video production (*Open Broadcaster Software*), 2D & 3D animation, Video editing (*Final Cut*)
Intermediate Japanese (*Japanese Language Proficiency Test Level 3*)
