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# IAN CONSTABLE

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## Experience

### **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. Incorporated feedback from blind playtest sessions. Designed levels and game systems for cancelled mobile RPG title *SpellCraft II*.

### **Designer, Animator, Azentium — 2015 - 2016**

Worked with an independent game development team on a cancelled title, *HUMINT*. Was integral to top level game conception and design. Rigged and weighted character models in Maya, then implemented them in Unity. Modeled 3D game props. Developed parts of the game story and scenario.

### **Secretary, International Game Developers Association San Diego — 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. Tabled booths at public events. Took minutes of IGDA-SD board meetings.

### **Freelance Video Producer — 2018 - Present**

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

## Education

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

History Minor. Learned Maya, Unity and 2D character animation.

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

Learned Unity development, Javascript and game design.

### **San Diego Mesa College — 2020 - 2022**

Beginner Unreal Engine 4, Intermediate and Advanced Unreal Engine 5.

## Skills

- Game development (*Unreal Engine 4/5, Unity*)
  - 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*)
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