

Aidan S. Grennen

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Summary

Flexible Systems and Level Designer with a passion to for helping teams reach their gameplay vision. Possess practical skills in level design, as well as skills in systems design and balancing. Strong written and verbal communication skills, and strong enthusiasm for working with other talented creators.

Professional Qualifications

- Rapid Prototyping
 - Creating Clear Documentation
 - Level Scripting
 - In Engine Level Creation and Implementation
 - Quality Assurance Testing
 - System Balancing
 - Agile Development Experience
 - Game Systems Implementation
 - UI Design
 - Sound Design
 - Accustomed to Providing and Receiving Constructive Feedback
 - Enjoy Working with Teams to Achieve Goals
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Technology

- Unity 2D/3D
 - Unreal Engine 4
 - Hammer Editor
 - Photoshop/Illustrator
 - Subversion
 - C#
 - Unreal Blueprints
 - Maya
 - Logic Pro
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Development Experience

January 2016 – April 2016 – Space Dunk

Level designer for a multiplayer zero gravity sports game, developed in Unity 3D for PC.

Senior capstone project. Primary responsibilities included level design for multiplayer arenas, designing and implementing sound effects, running QA sessions, documentation, and systems balancing.

January 2015 - April 2015 – Tommy Falcon's Hoverboard Simulator 2015

Lead designer for an extreme sports game made in Unity 3D for PC. Junior Production Project.

Primary responsibilities included all systems development, creating the first prototype, running QA sessions, systems balancing, documentation, level design, and sound design.

Education

Bachelors of Science Degree, Game Design – Champlain College 2016