

# Cole Williams

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Online Portfolio:

[colewilliams-gamedesign.com](http://colewilliams-gamedesign.com)

## Key Skills

- Level Design
- System Design
- Game Production
- Design and Production Documentation
- Agile Methodology
- Working and communicating with cross-discipline teams

## Software

- Unreal Engine 5
- Unity Game Engine
- C# for Visual Studio
- Adobe Creative Suite
- Autodesk Maya
- Microsoft Office

## Other Interests

- Engineering
- Voice Acting

## Education

**DigiPen Institute of Technology, Redmond, Washington**

**Bachelor of Arts in Game Design**

August 2021 – December 2024

**Montgomery College, Rockville, Maryland**

**Associate of Applied Sciences in Computer Gaming and Simulation**

August 2018 – May 2021

## Student Game Projects

### DigiPen Institute of Technology Projects

**Flash-Blade Renegade (2.5D Action Platformer)** August 2023 – April 2024

**Producer and Level Designer**

**Unreal Engine 5**

- Created all non-tutorial levels.
- Conceptualized movement and combat systems for player and enemies.
- Implemented mechanics into levels such as combat encounters, dash rails, and destructible objects.
- Managed task and bug tracking systems for the team.

**Heir Dash (2D Platformer)**

January 2022 – April 2022

**Tech Lead and Level Designer**

**Unity Game Engine**

- Created levels 1-7.
- Used tile mapping to create level background.
- Scripted movement, dash mechanic, and functionality of spikes.

**Riftwalker (3D Puzzle Platformer)**

August 2023 – December 2024

**Creative Director and Level Designer**

**Unity Game Engine**

- Created the tutorial level, level 1, and level 2.
- Designed puzzles and implementation into platforming environment.
- Focused on pacing and mechanic introduction throughout encounters.

**Necrowmancy (2D Puzzle Adventure)**

August 2022 – April 2023

**Producer and Level Designer**

**Custom Engine**

- Created level and object placement.
- Playtested encounters, mechanics, and UI/UX.
- Managed task and bug tracking systems for the team.

### Montgomery College Projects

**Prisoner of the Undead (First Person Shooter)**

March 2021 – May 2021

**Solo Project**

**Unity Game Engine**

- Created level with various rooms and encounters.
- Implemented keycard progression system to continue level.
- Placed enemies, consumables, and progression pickups.