

Cole Williams

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Online Portfolio:

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
- GitHub
- Microsoft Office Suite
- Adobe Creative Suite
- Autodesk Maya
- Figma

Other Interests

- Spreadsheets
- Team Building
- 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

Work Experience

Cobalt Moon Studios (Co-Owner)

Food Fables (2D Mobile Game)

February 24th –Present

Lead Designer and Producer

Unity Game Engine

- Created core concepts and design pillars for gameplay and systems.
- Worked with programmers to create in game mechanics.
- Worked with artists to create UI elements and character concepts.
- Created task tracking documents and lead multi-disciplinary team.

Ethereal Studios

Gift of the Gods (3D Puzzle Adventure)

September 2025 – June 2026

Level Designer

Unity Game Engine

- Created blockouts and play spaces for key locations and points of interest within levels.
- Designed maps of complete level layout for golden path and interactions.
- Reiterated set pieces to improve functionality and fun

Student Game Projects Examples

DigiPen Institute of Technology

Riftwalker (3D Puzzle Platformer)

August 2024 – 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.
- Balanced pacing and mechanic introduction throughout encounters.
- Placed enemies, consumables, and progression pickups.

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 combat encounters, dash rails, and destructible objects.
- Managed task and bug tracking systems for the team.