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# Colton Lambert: Content Designer

Milton, VT | (802) 233-3381

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## SKILLS

- Maya 3D and Blender
- Adobe Suite
- GitHub
- Unity 2D and 3D
- Microsoft Office
- Grey boxing
- Leadership
- Agile Development
- Rapid Prototyping
- Unreal Engine 5
- C# and Blueprint Programming
- Communication

## PROJECTS

### [Ashes To Ashes](#)

2023 | Team of 13 | 30 Weeks of Development | Unreal 5

*Level Designer, Encounter Designer, and Content Designer*

- Took a level from grey box to implementation using Unreal editor.
- Worked with encounter grouping tools made internally to maximize performance.
- Used destructible objects to create a power fantasy for the player.
- Worked with the narrative team to make sure important story beats were present.

### [Cursal Reversal](#)

2022 | Team of 7 | 15 Weeks of Development | Unity 3D

*Lead Designer, Narrative Designer, and Product Owner*

- Created a story about a village in peril to incentivize the player.
- Developed interesting mechanics that worked together to make a strong gameplay loop.
- Implemented all the art into the game and programmed the tutorial and dialogue systems in C#.

### [Spartakids](#)

2022 | Team of 8 | 10.5 Weeks of Development | Unity 3D

*Lead Designer, Narrative Designer, Combat Designer, and Product Owner*

- Created a story about fantasy mixing into reality for the game.
- Developed a CO-OP combat system for two players involving trading perks between rounds.
- Acted as the product owner accepting ideas and creating tasks to track progression.

### [Grapple Guy](#)

2021 | Solo Game | 3 Weeks of Development | Unity 3D

*Designer and Programmer*

- Developed dynamic and fluid first-person movement.
- Learned how to manipulate player preferences to track high scores upon level completion.
- Programmed an effective grappling hook that enhanced the gameplay experience.

## AWARDS

- Two-time consecutive state champion in SkillsUSA for Interactive Applications And Game Development. 2018 & 2019
- 7th and 5th place at the national level for SkillsUSA in Interactive Applications And Game Development. 2018 & 2019
- Skill check certificates: Unreal, Unity, and Amazon Games 2018 & 2019
- Dean's list Fall 2019, Spring 2020, Spring 2022, and Fall 2022

## EDUCATION

### **Champlain College, Burlington VT**

*Expected Graduation May 2023*

*Pursuing a Bachelor of Science Degree in Game Design with a minor in Interactive Narrative*

- Orientation Leader Team Captain
  - Acted as a student leader, working as a team with fellow students to help acclimate incoming first-year students.
- Fourth-year representative for the Student Government Association
  - Attended meetings and voted on bills to improve student life at Champlain College
- Studied abroad in Montreal representing Champlain College in the Ubisoft Gamelab Competition