

Colton Lambert: Content Designer

Upton, MA | (802) 233-3381

coltonthedesigner@gmail.com | coltonlambert.com | linkedin.com/in/colton-lambert

SKILLS

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

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.

I Love My Dad: Coffee Cafe *2023 | Team of 6 | 2 Weeks of Development | Unreal 5*
Content Designer

- Programmed multiple features of the game.
- Learned how to script all the encounters/events.
- Used creative thinking to make a game that fit a surprise theme in the time frame given.

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
- Graduated Cum Laude from Champlain College

EDUCATION

Champlain College, Burlington VT *Graduated May 2023*
Received a Bachelor of Science Degree in Game Design with a minor in Interactive Narrative

- Orientation Leader Team Captain
 - Acted as a student leader, working 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

Full Sail University, Winter Park, FL *November 2023 - Present*
Studying for a Master of Science Degree in Game Design

- Interned at a studio part-time through my chosen capstone track