

Connor Creighton

317-450-2022

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Portfolio: www.connorcreighton.org

Professional Summary

I'm a passionate and results-driven game development professional with a proven track record of creating immersive and captivating level designs and gameplay experiences. With four years of hands-on experience in game development pipelines, technologies, and strategies, my mission is to craft unforgettable gaming experiences that seamlessly blend entertainment, education, and storytelling. Dedicated to pushing the boundaries of interactive entertainment, I thrive on leveraging innovative design concepts and cutting-edge technologies to engage players on a deeper level and foster immersive worlds that leave a lasting impact.

Experience

Scrap Metal Studios | Game Designer

February 2024 - Present

- **Dyscharged**
 - Designed and implemented engaging and immersive game levels that enhanced player experience and progression.
 - Utilized level design principles and tools (Unreal Engine) to create visually appealing environments with balanced gameplay.
 - Collaborated closely with game designers, artists, and programmers to integrate level design elements seamlessly into the overall game design.
 - Conducted playtesting and iteration to refine level layouts, pacing, and difficulty curves based on player feedback.
 - Contributed to level design documentation, including sketches, diagrams, and design documents, to communicate level layouts and gameplay mechanics effectively to the development team.
 - Implemented gameplay scripting and mechanics within levels, ensuring smooth gameplay flow and experience.

Arkadium | Freelance Level Designer

February 2024 - April 2024

- **Paint Shop** (Mobile, PC, Shipped 2024)
- **Bubble Arcade** (Mobile, PC, Shipped 2024)
 - Successfully delivered 20 levels for both the Paint Shop and Bubble Arcade mobile games.
 - Implemented a sawtooth progression curve to increase difficulty and teach game mechanics.
 - Collaborated closely with clients to understand their vision and deliver high-quality game experiences.
 - Managed project timelines and expectations to ensure timely delivery and client satisfaction.
 - Designed levels and game mechanics to enhance player engagement and enjoyment.
 - Utilized test builds of the game to prototype and iterate game ideas, incorporating feedback from clients and playtesters.

Purdue University | Residence Education Assistant

February 2023 - May 2024

- Supervised a diverse staff of 16 resident assistants to ensure they were meeting the requirements of their position.
- Managed logistics, a \$20,000 budget, and timelines for the implementation of residential programs and academic initiatives.
- Responsible for over 2,600 students while on-call for crisis response over three residence halls.
- Planned and executed large scale events a minimum of 3 times a semester for a hall of over 800 residents.
- Assisted in student conduct and policy enforcement.
- Partnered with University cultural centers and club organizations to promote diversity and multicultural appreciation.
- Assisted in the training and hiring process of new staff members.
- Gave presentations in the residential life department including training, panels, and demonstrations.
- Contributed to the assessment and review of staff members performance.

Purdue University | Residential Assistant

August 2021 - February 2023

- Monitored the mental health and wellbeing of a community of 50 residents.
- Hosted mediations and conflict management among community members.
- Developed an inclusive community through weekly events and passive programming.
- Worked with faculty representatives of the university to put on events and network with students.
- Partnered with the learning community housed on my floor to host events and development in the computer science field.

Education

GPA - 3.74

Purdue University | West Lafayette, IN

Graduated May 2024

- Bachelor of Science in Game Development and Design, Animation
- Minors: Organizational Leadership, Creative Writing
- Certificate: Entrepreneurship and Innovation

Skills

Technical Skills

- Game development tools (Unity, Unreal Engine 4, 5)
- Programming languages (C++, C#, Java)
- Graphic design software (Photoshop, Illustrator)
- 3D modeling and animation tools (Blender, Maya)
- Scripting languages for game development
- Platform knowledge (PC, Console, Mobile, VR)

Game Design Concepts

- Level design (singleplayer, multiplayer)
- Level blockouts
- Game system design, implementation, and balancing
- Intuitive UI/UX design
- Prototyping, playtesting and iteration

Development Processes

- Agile methodology, Scrum
- Jira, Confluence
- Game production
- Project Management
- Game documentation

Soft Skills

- Creativity
- Communication
- Teamwork
- Adaptability and Problem Solving
- Attention to detail
- Critical Thinking

Organizations

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| ● Royal Highlanders Hall Club (President) | 2020 - 2021 |
| ● Purdue SIGGRAPH | 2022 - Present |
| ● Game Developers United | 2022 - 2024 |
| ● Purdue Indie Game Club | 2023 - 2024 |
| ● Campus House (Children's Ministry Leader) | 2023 - 2024 |

Awards & Recognitions

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| ● Eagle Scout | June 2017 |
| ● Dean's List and Semester Honors (Purdue University) | 2020 - 2024 |