Carson Coates

Gameplay Designer

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Education

LaSalle College Vancouver (Formerly the Art Institute of Vancouver)

October 2016 – Current – Graduating June 2018

- Currently enrolled in an intensive 2 Year Game Art & Design Diploma program.

Experience

Moon Raccoons Gameplay Designer for "Neon Collapse" a 1-4 player co-op PC game at LaSalle College:

July 2017 – March 2018

- Led the gameplay design from concept to post-release, to make our game one of only 2 projects from LaSalle College to be successfully released.
- Successfully documented, programmed (ue4 visual scripting) and built the entire initial prototype alone with provided art assets over the course of 6 weeks, ensuring our entire team of 16 people stayed on time for production.
- Kept my immediate teams work pipeline clean, which allowed my team of designers and I to complete 200% more tasks than all other departments weekly. This gave me time for other rolls like programming and visual effects where our project lacked people with the required skills to complete them on time.
- Worked with system designers to make sure not only was the game balanced to be fair but also balanced to allow gameplay to deliver the desired experience for the player.
- Communicated effectively and quickly with stakeholders weekly in person and whenever required in-between through organizing and leading meetings or through online messaging.

Contract work for Real Entertainment as a Gameplay Designer for the Mega Game "Cyberfection", a giant roll playing board game with differing fictional political powers:

July 2017 – September 2017

- Rapidly created and tested the "Cyberspace" game section.
- Delivered a new playable prototype weekly, amounting to 10 in total.
- Demonstrated a rapid capability to design and test ideas on paper.

LaSalle College Teaching Assistant for Advanced Scripting and Tutor for the "Game Art and Design" program:

April 2018 – Current

- Proactively assisted students in all of their programming questions and troubles.
- Taught students about how to prototype quickly and efficiently on paper and in engine in order to meet tight deadlines.

Skills

Engines: 3 Years Unreal Engine 4, 2 Years Unity3D

Creation Tools: C#, Visual scripting

Office: Word, Excel, PowerPoint, Google Docs, Google Sheets, Google Slides

References available upon request.