Canon Coker
Game Designer

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Design Skills

* Design Documentation Writing
* Pre-Production Workflow
* Rapid Prototyping
* Gameplay Systems Design
* Combat Systems Design
* Level White-Boxing
* Encounter Design
* Content Design
* Environmental Storytelling
* Environmental Puzzle Design
* Emergent Storytelling
* UI Wireframing
* Gameplay Testing
* Metrics Collection and Analysis

Software and Technical Skills

* Unreal Engine
* Unity
* Blender
* Autodesk Maya
* Tools Programming
* Blueprinting
* C#
* Microsoft Excel
* Click Up
* Jira
* Tortoise SVN
* GitHub
* Perforce

Education

BACHELOR OF ARTS IN GAME DESIGN | DIGIPEN INSTITUTE OF TECHNOLOGY
August 2021 – April 2026

Awards

GAME NARRATIVE REVIEW | GOLD WINNER | GAME DEVELOPERS CONFERENCE
March 2023

Work Experience

UNREAL LEVEL DESIGN INTERN
UNNANOUNCED TITLE - CHRONICLER SOFTWARE | INTERNSHIP
June 2025 – July 2025

- Collaborated with a multi-disciplinary team of 5 industry veterans to plan, document, block out, and iterate on level content using the Scythe engine plugin for Unreal Engine 5.
- Worked with Art and Design Directors to develop visual style and motifs to guide design decisions in the level I created by drawing thumbnail sketches and building on level draw overs from my team.
- Maintained confidentiality while working under a non-disclosure agreement.

Projects

LEAD GAME DESIGNER / SYSTEMS DESIGNER / LEVEL DESIGNER
SHUTTLEFALL – DIGIPEN INSTITUTE OF TECHNOLOGY | STUDENT PROJECT
January 2025 – December 2025

- Collaborated with ex-Navy artist and 2 color deficient programmers to design and implement a diegetic and accessible status indication lights system for players who experience red-green color blindness.
- Designed 5 game systems to solve playtesting identified design problems. Used design pillars to iterate on game elements to incentivize intended play and produce the intended emotional experience.
- Collaborated with multi-disciplinary team to create 3 levels that incentivize game flow and an implicit tutorialization.

LEVEL DESIGNER / COMBAT DESIGNER / CO-PRODUCER
SHADOW'S GROVE – DIGIPEN INSTITUTE OF TECHNOLOGY | STUDENT PROJECT
September 2024 – May 2025

- Collaborated with environment team to develop environmental storytelling rich level designs utilizing interactions and encounters to reinforce the character relationships and overarching narrative of the work.
- Designed encounters to utilize the combat system to create storytelling opportunities reflecting the power struggle of the protagonist characters and emphasizing the changing presence of the threats against them at different locations throughout the world.
- Worked on post-production publication team to polish the title for release on Steam by optimizing gameplay, level design, lighting, and UI programing implementations.

LEVEL DESIGNER / PUZZLE DESIGNER
PORTAL 2: BRIDGING THE GAP – DIGIPEN INSTITUTE OF TECHNOLOGY | STUDENT PROJECT
November 2023 – December 2023

- Designed 5 *Portal 2* test chamber maps using the *Portal* 2 level editor around a consistent skill theme with each level expanding upon ideas from previous levels.
- Gained experience designing content to match the feel of an existing IP.
- Conducted playtesting to iterate on test chamber designs to improve player guidance and concept tutorialization through the series of levels.
- Received a 5-star rating on Steam for a test chamber, reviewed by over 500 players.