

Canon Coker

Game Designer

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Skills

DESIGN SKILLS

Level White-Boxing | Design Documentation Writing | Pre-Production Workflow | Encounter Design | Content Design | Environmental Storytelling | Environmental Puzzle Design | Technical Level Design | Emergent Storytelling | Gameplay Testing | Metrics Collection and Analysis

SOFTWARE AND TECHNICAL SKILLS

Unreal Engine | Unity | Godot | Blender | Autodesk Maya | Figma | Miro | Scythe (Unreal Engine Plugin) | Blueprinting | C# | Bolt Visual Scripting | Microsoft Excel | Click Up | Monday.com | Jira | Tortoise SVN | GitHub | GitLab | Perforce

Work Experience

UNREAL LEVEL DESIGN INTERN

UNANNOUNCED 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.

STUDENT MENTOR AND TEACHERS' ASSISTANT

DIGIPEN INSTITUTE OF TECHNOLOGY

JANUARY 2024 - PRESENT

- Mentored a multidisciplinary class of 180 student game developers on game design, gameplay programming, tools programming, and production.
- Worked with instructors to develop break out talks regarding technical level design considerations, scope management, career development, and gaining familiarity of the features of Unreal Engine 5.
- Maintained confidentiality of private student records regarding grades and other institutionally protected student information.

Projects

LEVEL DESIGNER / QUEST DESIGNER

LITTLE RED RIDING HOOD – DIGIPEN INSTITUTE OF TECHNOLOGY | STUDENT PROJECT

SEPTEMBER 2025 – DECEMBER 2025

- Designed and polished 3 levels using Unreal Editor for Fortnite following provided quest instructions to emulate a narrative design to level design development pipeline.
- Observed a pre-production workflow for each level, creating top-down maps based on notes from provided narrative design documentation. Laid out encounters using the top-down map based on gameplay intentions and enemy selection to match the story.
- Created flow maps and timeline charts based on the top-down layouts and encounters to determine where to cut or add additional encounters to craft a consistently engaging play experience.
- Iterated on level designs based on regular playtesting feedback.

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 five *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.

Education

BACHOLERS OF ARTS IN GAME DESIGN

DIGIPEN INSTITUTE OF TECHNOLOGY

April 2026

Awards

GAME NARRATIVE REVIEW GOLD WINNER

GAME DEVELOPERS CONFERENCE

March 2023