

## COLIN EGAN

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portfolio: <http://colinegan.info/>

### Education

Bachelor of Arts in Interactive Media ~ Concentration: Computer Game Design

Becker College, Worcester, MA

Key Courses: Rigging for Animation, 3D Modeling, 3D Animation

Graduated: May 2015, *cum laude*, GPA 3.6, Dean's List

### Work Experience

**Airviz Inc.**, December 2015 – present

Airviz Inc. is a spinoff from the [CREATE Lab](#) at the [Carnegie Mellon University](#) Robotics Institute.

We produce an indoor air quality monitor called Speck.

- Running tests that help to ensure functional sensors
- Labeling and packaging sensors that meet quality standards
- Replacing defective Speck parts with new ones
- Ensuring product problems are quickly communicated for resolution
- Participating in weekly scrum meetings

**Wander Isle Studio**, August 2015 – present

- Work on textures and visual effects
- Composing music for Iron Tempest

**Space Dwarves Entertainment**, Feb 2014 – July 2015

- Core team member – **Bionic Marine Command Online**
- Open-world Sci-fi game combining Sandbox RPG, Mech Brawler, and World Building genres
- Rigged a robotic humanoid character and SkyJet hovercraft
- Used Atavism, an MMORPG framework, to enter data for player skills and talents
- Used SpaceUnity to create procedural space levels
- Evaluated Daedalus and subsequently used it to create interior maze levels
- Used Mecanim to evaluate third-party animations of humanoid characters
- Retargeted third-party animations to fit with BMCO implementation

### Game Design Projects

#### **Gravity is Broken (Senior Game)**

Gravity is Broken, a first-person, puzzle, platform game based on concept of gravity field navigation. The player is on a planet where gravity has gone haywire and must use the Gravity Gun to navigate moving platforms and dispatch enemies.

- Modeled, textured, and rigged enemy aliens and floating platforms
- Contributed to the design of gravity mechanics and puzzles
- Voiced narration for tutorial level
- Optimized gameplay based on playtester feedback

#### **Duo - 2014 MassDIGI Game Challenge** (Massachusetts Digital Game Institute)

Duo, a two-player connection game where players place tiles starting at the center of a grid with the objective of getting five in a row before your opponent.

- Won second place in College Concept Category

- Created concept art and presented game at game challenge with five team members

### **Fatal Exception**

Fatal Exception, a text-based adventure game involving a journey through cyberspace in an attempt to solve a Microsoft “Blue Screen of Death” scenario. I came up with the original idea and designed all aspects of the game including the player progression, dialog, riddles, and morphed Microsoft’s Clippit into the villain of the game.

### **Level Design Projects**

#### **Zombie Apocalypse Level**

- Designed a multiplayer level depicting a zombie apocalypse
- Created 3D assets and applied textures to objects

#### **Shantytown Level**

- Constructed a shantytown environment set in an arid wasteland
- Designed layout including height-map
- Created buildings and applied textures to them

### **Tools**

- Bitwig Studio
- Pro Tools
- Unity 3D
- ZBrush
- Adobe Photoshop
- Maya