

Colin Campbell

443.414.0412

colincampbellstudios@gmail.com

www.colincampbellstudios.com

Epic Games Maryland / Impossible Studios

- **Senior Designer, 2012-2013**
Infinity Blade: Dungeons
 - Provided Senior Design direction for multiple areas of dungeon crawler/RPG iOS title.
 - Developed randomly generated dungeons that maintained quality of visuals, gameplay, and performance goals on iOS devices.

Big Huge Games

- **Lead World Designer, 2012**
Unannounced Role Playing Game
 - Responsibilities included planning new open world gameplay and creation pipelines.
 - Managed a team of level designers and world builders, as well as working closely with the other content leads to develop tone for project.
 - Worked closely with programming to iterate on existing toolset.
- **Project Lead, 2012**
Kingdoms of Amalur: Reckoning, The Teeth of Naros
 - Responsibilities included managing every aspect of the production of downloadable content pack, *The Teeth of Naros*.
 - Worked closely with external publisher, Electronic Arts, to see product into consumers' hands.
 - Held one-on-ones and led reviews of all content creation for the project.
 - Contributed to quest implementation and dungeon creation.
- **Lead World Designer, 2009-2012**
Kingdoms of Amalur: Reckoning
 - Managed the team of World Builders on the studio's first open world, role-playing game.
 - Created outdoor levels that merged visuals, narrative, and gameplay.
 - Was responsible for assuring that every outdoor space in the game could ship with memory and performance restraints on Xbox 360 and PS3.
 - Worked closely with programming to develop the toolset used to create *Reckoning's* open world.
 - Represented Big Huge Games and 38 Studios at media events for *Reckoning*.
- **Environment Artist, 2005-2009**
Unannounced Role Playing Game
Age of Empires III: The Asian Dynasties
Catan – Xbox Live Title
Rise of Nations: Rise of Legends
 - Responsibilities included creating environmental assets, world editing, concepting, and crafting biomes.

Other Work

- **Host and Illustrator, 2008**
Time Team America, Season One, Public Broadcasting Service (PBS)
 - Traveled throughout North America working with a team of archaeologists, hosting the PBS television series *Time Team America* and illustrating life as it would have been at archaeological dig sites. Provided narrative voice over for the series. Series can be found at www.pbs.org/timeteamamerica.
- **Illustration and Concept Art Teacher, 2010 - 2011**
Maryland Institute College of Art, Baltimore, MD

Education:

- **Maryland Institute College of Art, Baltimore, Maryland, 2004**
Bachelor of Fine Arts in General Fine Arts, Minor in Art History, *Magna Cum Laude*

Skills:

- Console development, iOS development, Unreal Development Kit 3, Adobe Photoshop, 3D Studio Max, Zbrush, Microsoft Office Suite, XML Spy, Filemaker Pro, Dreamweaver, Sony Vegas, Corel Painter.
- Television hosting, public speaking, narrative voiceover, illustration, fine art skills.
- Beginner's Lua scripting, HTML, and CSS knowledge.