

600 DRAKE STREET, SUITE 1013  
VANCOUVER B.C.

PORTFOLIO: IANLONGIARU.NET

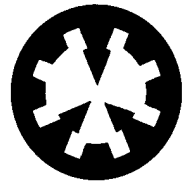
PHONE: (778) 668 4440

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IAN LONGIARU

LEVEL DESIGN  
SCRIPTING



I'm a game designer by trade. I build worlds out of blocks of geometry and make stories out of code. I pride myself on myself on my professionalism and neatness. With a desire to help, and intense drive to succeed, I do my best at absolutely everything I do. I wear tired eyes and sore muscles like battle scars - I eat, breathe, and sleep the medium and wouldn't have it any other way.

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## EDUCATION

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### Vancouver Film School (2013-2014)

Graduate of the Game Design Program, with Academic Honors

Address: 88 East Pender, Vancouver, BC; Phone Number: 1-800-661-4101; Website: vfs.edu

### Thompson Rivers University (2012-2013)

Completed 1 year in Bachelor of Arts

Address: 900 McGill Road, Kamloops, BC; Phone Number: (250)828-5036; Website: www.tru.ca

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## ENGINE EXPERIENCE

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Unreal Engine 4



Unity



UDK



Bethesda Softworks Modding

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## LANGUAGES EXPERIENCE

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Blueprint and Kismet

C#

C++

Java

Lua

HTML5 and CSS

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## PROFESSIONAL WORK EXPERIENCE

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### Technical Designer and Level Designer for Interdimensional Game's, Consortium: the Tower.

16 months full-time development cycle in  
Unreal Engine 4.

Interdimensional Games Inc.

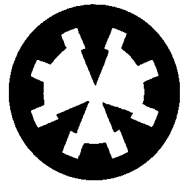
546 - 280 Nelson Street, Vancouver, Canada  
inquiries@interdimensionalgames.com

### Responsibilities included:

- Scripting a majority of the game's mechanics, primarily in UE4's Blueprint visual scripting language. Responsibilities ranged from the player character and most weapons, to doors, elevators, controllers for music and level loading, as well as numerous scripted sequences through-out the game.
- Designing supplemental levels from paper plan, to geometry, to final object placement. Testing and iteration.
- Additional support for sound implementation, and effects work.

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IAN LONGIARU  
LEVEL DESIGN  
SCRIPTING  
NARRATIVE



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## REFERENCES

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### Gregory Macmartin

Co-Founder and CEO of Interdimensional  
Interdimensional Games Inc.  
546-280 Nelson Street  
Vancouver, BC, V6B 2E2, Canada  
Phone: 604-857-3747  
E-Mail: [inquiries@interdimensionalgames.com](mailto:inquiries@interdimensionalgames.com)

### Dale Schollen

Cinematic Level Generalist  
The Coalition  
14 Begbie street, New Westminster  
Vancouver, BC, V3M 1B8, Canada  
Phone: 604-828-8409  
E-Mail: [dmschollen@gmail.com](mailto:dmschollen@gmail.com)

### Arthur Loring

Co-Owner and Manager  
Fun Factor Fun Center  
910 Tranquille Road  
Kamloops, BC, V2B 3J5 Canada  
Phone: 250-554-3111  
E-Mail: [info@thefunfactor.ca](mailto:info@thefunfactor.ca)

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## PORTFOLIO

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Visit my portfolio at [HTTP://WWW.IANLONGIARU.NET/](http://www.ianlongiaru.net/) for an in-depth showcase of my previous work.  
For my level scripting / technical design work refer to: [HTTP://WWW.IANLONGIARU.NET/#!  
SCRIPTING/V57B2](http://www.ianlongiaru.net/#!SCRIPTING/V57B2)  
For level design work refer to [HTTP://WWW.IANLONGIARU.NET/#!LEVEL-DESIGN/C1X9V](http://www.ianlongiaru.net/#!LEVEL-DESIGN/C1X9V).

Thank you for your time and consideration,  
Ian Longiaru