Ian Sundstrom

Portfolio   iansundstrom.com

Experience

BUCK

Gameplay Engineer   2021-Present
- Primary engineer responsible for implementation of gameplay logic and rapid prototyping of game ideas.

Let's! Revolution!   https://www.letsrevolution.com   2022-2023
- Architected and implemented the core gameplay systems including player movement, stats, abilities, enemies, turn system, and board state.
- Utilized Unity Scriptable Objects to create asset-based approach to content generation. Data defining classes, abilities, enemies, and levels could all be modified and edited via the editor without touching code.
- Assisted in systems engineering including support for localization, the in-game settings menu, VFX editors, character animation logic, and meta-progression systems.
- Worked directly with the project's Creative Director to design and theme game content.
- Designed and prototyped the six classes of the game and the game's 100+ abilities and passives. Class design encourages and supports different play styles, such as the aggressive Trooper class or the puzzle-solving Oracle.
- Responsible for all UI implementation, layout, and animation in Unity. Made UI flexible to support different screen resolutions, localization, and mouse or controller input.

3D Platformer (Cancelled)   2021-2022
- Implemented logic and physics of level elements. Created giant traversable level designs the player could manipulate with rotation or translation while simultaneously controlling the player avatar crawling and jumping through the level.
- Implemented enemy AI including steering behaviors such as pursuit, evasion, and wandering.

Herringbone Games   http://www.herringbonegames.com

Owner, Game Designer, Programmer, Graphic Artist   2012-Present
- Rapidly program prototypes of game designs to explore new ideas and core mechanics.
- Playtest games with the public at expos and other game events. Tweak game design to an ideal experience based on player feedback.
- Write summaries of game features as promotional materials for the web, press, and social media.
- Manage marketing, promotion, and graphic design for the business. Design logos, website, and promotional graphics.

Stacks On Stacks (On Stacks)   Switch, Stadia, Steam/PC   2015-2021
- Developed an original design that challenges players to build architecturally stable 3D towers from falling blocks.
- Created, animated, and textured 3D models and then integrate them into the game space.
- Managed contractors for localization, trailer creation, music, and sound design for the game.
- Handled porting, debugging, and optimization for launches on Nintendo Switch, Google Stadia, and Steam.

Sature   *Android, iOS*   2014-2015

- Developed and balanced features and strategies for a 1v1 board game centered around an original color mechanic.
- Programmed game framework to target multiple platforms such as iOS and Android as well as different device sizes ranging from small phones to large tablets.
- Designed a beautiful minimal UI for menu and game board elements.
- Implemented AI that emulates effective game strategies.
- Created a user-friendly, interactive tutorial that effectively teaches players a complicated, unfamiliar game system.

Adjunct Instructor

Game Design Department, Indiana University   2016-Present

- G300: Game Production I: an introductory course in game production using Unity and Unreal.
- G390: Rapid Prototyping: introduced and developed a new course in which students made a different game every week, 133 total games were made in a single semester.
- C200: Games Industry: A lecture-focused course on the history, business, and structure of the video game industry.

Contract Work

Unity Developer, Unbound Creations   2021

- Designed levels and scripted logic for Rain on Your Parade DLC Content

3D Modelling, Studio Cypher   2019

- Modeled low poly environments and created rigged characters for Diorama Detective

UI Design, Studio Cypher   2018

- Designed UI mockups with an aesthetic that evokes America in the 1800s.

Programmer, Studio Cypher   2016

- Converted ActionScript scripts to C# for the mobile port of Spry Fox's "Road Not Taken".

Graphic Design, Studio Cypher   2015

- Provided graphics and UI layouts for an interactive museum exhibit using Photoshop and Illustrator

Web Design, Agricultural and Biological Engineering, Univ. of Illinois   2012-2013

- Developed a new, visually updated design for a web site utilizing JavaScript, HTML, and CSS.

IU Health Bloomington

Sterile Processing Technician, Surgery   2013-2015

- Maintained knowledge of sterilization methods for a diverse array of surgical equipment.
- Personally supervised the organization and formatting of a database documenting different instrumental set contents for over two hundred particular surgical operations.

Environmental Services Attendant   2012

- Effectively managed personal schedule to complete daily tasks while also responding to emergency calls from other departments.

Software and Programming Skills

● C#	● Plastic SCM	● Adobe Photoshop
● Unity	● FMOD Studio	● Adobe Premiere
● Unreal	● HTML, CSS, Bootstrap	● Microsoft Word
● Git	● Blender	● Microsoft Excel

Awards

"IndieMEGABOOTH: Official Selection" for Stacks On Stacks (On Stacks)   2019
PAX East, Boston, Massachusetts
"Most Accessible" for Stacks On Stacks (On Stacks)   2018
GDEX, Columbus, Ohio
"Best in Show (ISC)" for Stacks On Stacks (On Stacks)   2017
GDEX, Columbus, Ohio

Invited Talks

"Player Mind Control: A bag of psychological tricks and tools for game designers."   2018
EPX Indie, Iowa State University

Education

Bachelor in Fine Arts: Painting   2012
Indiana University, Bloomington, IN
Minors: Art History, Folklore and Ethnomusicology
- GPA 3.90
- 21st Century Scholar, 2008-12
- IU Excellence Scholarship, 2008-12
- Hutton International Experiences Program Scholarship, 2009

References   References available upon request.