

Calvin Baker

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[Personal Website](#)

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604.798.6391

Burnaby, BC

Project Experience

PRODUCTION MANAGER/COMBAT DESIGNER – *Shaman*, LaSalle College, Nov 2020 – Oct 2021

UE4 (Blueprints)

- Led the team in weekly scrums, Playtesting and QA
- Designed, Documented and Iterated Combat-centric gameplay features
- Coordinated team members, and managed expectations and deadlines

SOLO DEVELOPER/SYSTEMS DESIGNER – *Loot Cave*, LaSalle College, Oct 2020 – Oct 2021

Unity (C#)

- Designed and developed a systems-focused turn-based dungeon crawler
- Developed and implemented several core systems, including Item and Inventory, Simple AI, Random Level Generation, Turn- and Grid-based Combat

SOLO DEVELOPER/NARRATIVE DESIGNER – *Medicine*, LaSalle College, Apr – Jun 2021

RPG Maker VX Ace

- Developed and wrote a cohesive narrative adventure
- Wrote dialogue for several characters, focusing on personality and motivation
- Created branching dialogue with narrative consequences and multiple endings

Education

LASALLE COLLEGE VANCOUVER

Diploma in Game Arts and Design, Graduate, Jan 2019 – Oct 2021

- Studying Game Design theory and practical application
- Focus on studying C#, Unity, and Unreal Engine 4

UNIVERSITY OF THE FRASER VALLEY

Theatre Diploma Program, Graduate, April 2016

Skills



References

AVAILABLE ON REQUEST