

# Rob Colonico

## Level Designer

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## Skills

### Software

Unity  
Photoshop  
3ds Max  
MS Office  
Final Cut Pro

### Other

Visual scripting  
C# scripting  
HTML, CSS

### Languages

English (native)  
Japanese (working proficiency)

## Education

### Niagara College

Game Development  
Advanced Diploma (3-years)  
Class of 2015

## Certifications

**CGMA Level Design for Games**  
2021

**Japanese Language Proficiency Test (N4)**  
2018

## Works

### Far Cry 6

Level Designer  
Ubisoft Toronto

- Missions design
- Layouts and visual scripts for missions
- AI setups, paths, and battlefields

### Starlink: Battle for Atlas - Crimson Moon

Level Designer  
Ubisoft Toronto

- Level design owner of the arena modes
- Star Fox missions level design support
- Layouts, AI setups, and visual scripts

## Experience

### Ubisoft Toronto

June 2017 - present

#### Level Designer III

August 2021 - present

#### Level Designer II

June 2019 - August 2021

#### Level Designer I

November 2018 - May 2019

#### Development Tester

June 2017 - November 2018