

# Rob Colonico

## Level Designer

For examples of my work, visit  
[www.robcolonico.com](http://www.robcolonico.com).

Connect on Twitter, LinkedIn,  
or at [rob.colonico@me.com](mailto:rob.colonico@me.com).

## Skills

### Software

Unreal Engine 5  
Unity  
Photoshop  
3ds Max  
MS Office  
Final Cut Pro

### Other

Visual scripting  
C# scripting

### Languages

English (native)  
Japanese (intermediate)

## Education

### Niagara College

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

## Certifications

### Japanese Language Proficiency Test (N2)

2024

### CGMA Level Design for Games

2021

## 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

### UNSEEN

October 2022 - present

#### Level Designer

October 2022 - present

### Ubisoft Toronto

June 2017 - September 2022

#### Level Designer

November 2018 - September 2022

#### Development Tester

June 2017 - November 2018