

Isaac Madsen

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Education

Cogswell Polytechnical College, San Jose, CA | Game Design Engineering

Graduating August 2019 | 3.96 GPA

Relevant Courses Taken: Game Studio 1 & 2 | Level Design 1 & 2 | Game Design 1 & 2 | Introduction to Game Production | Game Storytelling | C++ Programming | Mobile Programming for iOS | Tools Programming | GUI and Graphics Programming | Texturing | Real-Time Visual Effects | Introduction to 3D Modeling | Character Rigging | Data Structures and Algorithms | Technical Writing

Collaborative Game Projects

ASIMo-V

Roles: Level Designer, Game Designer, Chief Engineer, Visual Effects Artist, Texture Artist, Sound Designer, Narrative Designer

A sci-fi, narrative-focused environmental puzzle game currently being developed in Unreal Engine 4 by myself, Galen Sipes, Judith Carpio, and Samantha Silvers. The player assumes the role of a maintenance android on a space station and is gradually rewarded with hints explaining the narrative mystery. Hook mechanics revolve around dynamic gravity, navigating Zero-G areas and walking on the walls and ceiling.

Under Maintenance

Roles: Level Designer, Game Designer, Engineer

A Virtual Reality maintenance simulator developed in Unreal for Stanford Children's Hospital officially sponsored by Oculus. The goal of the project was to help increase retention of training for safety procedures that engineers must perform before and after performing maintenance on machines in the hospital. My personal involvement mostly revolved around blocking out the world space, designing the minigames that took place in between the safety procedures, and working with the different departments to help foster the overall vision of the game.

TowAR Defense

Roles: Level Designer, Game Designer, Engineer

An Augmented Reality Tower Defense game made in Unity for mobile platforms. This game has the unique mechanic of letting players freely move their towers anywhere they desire during play rather than making them choose static spots to place them. I assisted with both the design and engineering of the game.

Personal Game Projects

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A spatial and logical puzzle game level inspired by *Portal* that I developed in Unity. Mechanics were constrained to a provided template to focus on implementing design principles. Requires players to logically analyze puzzles to figure out solutions. A custom Portal 2 map based on this project is currently in progress and the first puzzle is available on the Steam Workshop.

Robot Friday

A 2D-Adventure game I created for iOS. *Robot Friday* incorporates simple puzzles and problem-solving for a series of tasks to prepare for the robot's sci-fi master's day.

Color Quest

Board game I made for my Game Design 1 final project. *Color Quest* is styled as an old-fashioned board game, but adds unique, dynamic gameplay, pitting strategy against random chance.

Twisted Memory

Card game I developed under limiting constraints for Introduction to Game Production midterm. Taking the simple game of *Memory*, I added challenging twists to introduce strategic play and make it fun for adults.

Stone Palace Escape

Text Adventure game inspired by *Colossal Cave Adventure*. I originally programmed a demo for it in C, then expanded to the complete game in C++.

Spacem

A treasure collecting game inspired by *Lode Runner* that I made in Unity. *Spacem* combines 2D and 3D views, letting the player switch freely between camera modes during play.

Leadership and Teamwork Experience

- League of Legends Collegiate Team, Cogswell Polytechnical College
- Associated Student Body Vice President and Secretary, Cogswell Polytechnical College
- Volunteer Leader for music and youth programs, Creekside Community Church
- Frequently led raid groups of up to 24 people, Lord of the Rings Online Monster Play (PvP)

Awards & Acknowledgements

- GDC 2018 Game Narrative Review Gold Winner
- Cogswell 2018 Excellence Awards, Best Research Paper, Runner Up
- President's Honor Roll, Cogswell Polytechnical College
- Cogswell College Dragon Scholarship

Portfolio website: isaacmadsen.com

LinkedIn profile: [linkedin.com/in/isaacmadsen](https://www.linkedin.com/in/isaacmadsen)