

Ian Slutz

Redmond, WA

ianInTheGame.com

irslutz@gmail.com

650.353.0159

SOFTOGRAPHY

- Halo Infinite (2021, Xbox, Multi)
- Mario vs Donkey Kong: Tipping Stars (2015, Nintendo, WiiU + 3DS)
- Rigonauts (2012, Engient, PC + Mobile)
- Battle of the Bands (2008, THQ, Wii)
- X-Men: The Official Game (2006, Activision, Multi)
- Tomb Raider: Legend (2006, Eidos, Multi)
- Maximo vs the Army of Zin (2004, Capcom, PS2)
- Maximo: Ghosts to Glory (2002, Capcom, PS2)

PROFESSIONAL EXPERIENCE

343 Industries, Redmond, WA

**Senior Character Systems
Designer**

2019-Current

- Designed original bosses new to Halo Infinite: Adjutant Resolution and Harbinger.
- Owned buddy Marines and spearheaded their Travel the World feature.
- Built enemy behavior with a combination of Lua and preexisting data structures.
- Ensured that scripts were performance-sensitive and network safe.
- Lead feedback loop with engineering and animation to polish characters.
- Planned larger enemy systems.

Nintendo Software Technology, Redmond, WA

Lead Designer

2013-2018

- Shepherded a new product from initial pitch to successfully achieving greenlight status
- Designed key features to address product feedback from the publisher
- Led the design team to deliver product plans based on the Director's requests while aiding the Director in establishing a full game vision
- Managed the content review process of game features and assets. Set gameplay related task priorities for design, engineering, and art teams
- Outlined schedules that would take game assets from design doc to implementation to in-level use
- Led design discussions for new features and reviewed design documents for clarity, technical feasibility, and fun factor
- Mentored new designers to improve their approach to systems design and working with other disciplines
- Led the creation of internal demos of new concepts; contributing simple art assets and writing game logic as needed

Engient, Menlo Park, CA

Producer / Director

2009-2013

- Cofounded Engient with a partner in 2009 to make games simultaneously irresistible to core games and compelling to larger audiences
- Responsible for day to day operation of Engient including strategic planning and directing development-staff which included an engineer, artists, audio engineers, and outsourcing localization and additional art assets
- Developed relationships with external partners including securing digital distribution through Steam and negotiating an exclusive relationship with Qualcomm
- For our original IP, Rigonauts, my design responsibilities included creating the concept, game script and characters

- Technical tasks included designing weapons, controls, implementing AI and mechanics, game play features, UI and development tools in C/C++, Python and JavaScript with my partner assisting in refinement; built 32+ levels as well as planned the level progression

Planet Moon Studios, San Francisco, CA **Senior Designer** **2006-2009**

- Took original project from initial concept, to pitch, to green light, and on to final release
- Designed “Analog Input” interface and enemy AI for competitive music game
- Implemented an interface mockup and simple tools to aid other designers in development
- Chief character systems designer for unannounced action/platformer built with Unreal
- Designed player navigation, combat mechanics, special abilities, co-op AI, enemy AI, and additional control tools
- Guided development of these assets with a small team of artists, programmers, and animators

Z-Axis, Foster City, CA **Character Designer** **2005-2006**

- Designed and tuned Iceman, one of X3’s main player characters
- Designed and tuned enemy and boss characters across multiple main player characters
- Worked to build content by collaborating with other disciplines in an iterative environment

Crystal Dynamics, Menlo Park, CA **Designer** **2004-2005**

- Designed and tuned Lara Croft’s fighting system, lock-on mechanics, and weapon list

CAPCOM Studio 8, Sunnyvale, CA **Associate Game Designer** **2001-2004**

- Designed and tuned main player character’s fighting system, navigation system, control scheme, power-ups, and upgrades
- Designed and tuned a wide variety of enemies, including enemy variants and bosses
- Set design goals and content priorities, reviewed assets for playability and visual quality

EDUCATION

University of Massachusetts at Amherst **1996-2001**

- Courses in Computer Science and Japanese

TECHNICAL SKILLS

- Tools: Unity, Blender, Excel, Word, Power Point
- Languages: Python, C#, C/C++, JavaScript

AWARDS

- NST Summer Game Jam 2014 – Most Original
- Activision Independent Games Competition 2011 – 2nd Place for Rigonauts