COLE DUNCAN

TECHNICAL GAME DESIGNER

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EXPERIENCE

TECHNICAL DESIGNER
From Jan 2026 to Present

BIOCALIBR, HEADSHOT INTERACTIVE

Spearheaded the designs of over 10 unique weapons and successfully implemented them for an online First Person Shooter game. Oversaw weapon balancing based on real player feedback to create a more engaging experience. Managed team scope and adhered to project deadlines. Personally rectified dozens of reported bugs to improve user experience.

TECHNICAL LEAD AND DESIGNER
June 2026

GMTK GAME JAM - "WE'RE SO DUCKED!"

Designed and programmed a 3D puzzle game within a strict four day timeframe. Achieved a top 10% ranking among over 10,000 teams. Developed an game-wide interaction system that is easily repeatable and adjustable alongside a modular NPC system

SOLO DEVELOPER
Ten Week Project starting in Sept 2025

TRAP KING, SOLO PROJECT

Pushed the limits of what is possible in 10 weeks by designing and programming a splitscreen FPS game from scratch in Unreal Engine. Singlehandedly built a complete game with art, weapons, vfx, and UI and made changes based on player feedback.

EDUCATION

BACHELORS DEGREE
Sept 2023 to Aug 2026

SAVANNAH COLLEGE OF ART AND DESIGN

Learned Industry workflows and softwares. Collaborated with artists, designers, programmers and made connections within the industry. Honed my skills and managed harsh deadlines and workloads. Graduated with a Bachelor's in only 3 years.

SOFTWARES

UNREAL ENGINE 4/5
  -GAS
  -STEAM SOCKETS
  -BLUEPRINTS
UNITY
MAYA
BLENDER
PERFORCE
DIVERSION

SKILLS

FAST PROTOTYPING
PROGRAMMING
  -C++
  -C#
  -JAVASCRIPT
WEAPON BALANCING
MULTIPLAYER DESIGN

HOBBIES

PHOTOGRAPHY
WORKING OUT
HIKING
BUILDING LEGOS
RETRO GAME RESTORATION