Colt Buhr

Triple Lead, Visual Code and Level Builder for A Maniacal Game. Lover Of Building New Worlds

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Level/Game designer with a want to create quality work. Desires include expanding to programming outside visual scripting and 3d art development. Love to work and fix all possible issues with position if possible.

EXPERIENCE

A Maniacal Games
October 2013 - Present

Lead Game Designer

- Learned 2DToolKit (Unity Asset) in order to create terrain sprites for game while maintaining maximum performance. Reduced lag to near zero, game runs with multiple sprites at a near 60 FPS.
- Learned CoreGame + Pooling to maximize multiple assets and prevent Unity from lagging and crashing. Multiple pooling systems created smooth instantiated events.

A Maniacal Game
November 2013 - Present

Lead Artist

- Led other artists in creation of art assets that will become sprites within game.
- Worked with 3d modelers and environmental artists to create distinctive feel for each level.
- Helped with placement of art assets in Unity 3d.

A Maniacal Game
October 2014 - Present

Lead Programmer

- Lead programming team as to what script need to be created to help with game including if Playmaker should be involved in script creation process.
- Verify all scripts work before putting them into full build.

Volt Workforce Solutions
October 2015 - October 2016 (1 year)

Hardware/Functional Tester

Work with multiple titles to ensure they fulfill all requirements in order to be placed into Microsoft's XBox store.

UAT Games
January 2012 - May 2013 (1 year 4 months)

Lead Game Designer - Palio

- Created design of game based on a historic even in Italy called the Palio, based in Siena, Italy.
- Incorporated the cultural rules into gameplay and individual feel of each family to create individual gameplay for each.
- Led design team using Assembla and SCRUM to maintain fast result and constant completed work.
- Communicated weekly with all teams to make sure every aspect of game was implemented properly.

Politically Incorrect Games, LLC
August 2011 - October 2012 (1 year 2 months)

Lead Game Designer - Tellus "Save the Earth"

- Lead other designers in the creation of game systems that reflected old and newer enviromental technology being used by nations today.

- Originally interned as a game designer before being given role due to previous designers graduating from school. Took role easily and smoothly resulting in no delays to development.
- Winner of Second SAVEEARTHGAME Playable Game Design Competition

EDUCATION

University of Advancing Technology
2009 - 2012

Bachelors, Game Design,

Activities and Societies: Tellus Project, Palio Project

GPA: 3.78

Honors: Magna Cum Laude

PROJECTS

Screaming Eagles
October 2014 - Present

https://amaniacalgame.com/screaming-eagles/

Screaming Eagles is a top-down SHMUP that expands the map and allows the player to explore more than just the typical "highway." Take on the Red Eye army and help NATO save the world!

Light Flight
October 2011 to May 2012

http://coltbuhr.wordpress.com/portfolio/projects/lite-flight/

A small, quick flight simulator created with the Unity engine that used RFID badges and movement to control the plane. Made in conjunction with the Robotics lab at UAT and 4 other people (I forget their names...)

Palio Project
September 2011 - October 2012

http://www.kickstarter.com/projects/tylerthedesigner/palio-project

The Palio Project is a horse racing game for PC built in Unity3D. The game is based on a biannual Italian horse race that takes place in Siena, Italy.

Tellus: Save the Earth
August 2011 - May 2012

http://www.playtell.us

Winner of the IEEE Committee on Earth Observation's SaveEarthGame competition, Tellus is a resource management simulation in which the player guides global research and development in energy, production, health, ecological awareness, and earth observation, with the goal of improving the global quality of life over the next 40 years.

SKILLS

- Unreal
- Unreal Editor
- Prototyping
- Game Programming
- Social Games
- Casual Games
- Visual Scripting
- Video Game Development
- Video Game Design