ILAN M. FIARMAN
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EDUCATION:

Champlain College, Burlington, Vermont
· Bachelor of Science in Game Design with Interactive Narrative Minor, *cum laude*, May 2025
· GPA: 3.52/4.00; President's List: 2025 (4.0 GPA); Dean's List: 2022, 2023 & 2024
· Montreal Semester Abroad Program, Spring 2024; Virtual Gap Year Program, Fall 2020 to Spring 2021

SKILLS:

· Unreal Engine 5 (Blueprint Scripting)
· Unity 2D and 3D
· Repository (Jira, Git Bash - Kraken, SVN)

· C#, Java, C++, Python
· Project Management (Smartsheets, Confluence)
· Adobe Illustrator, Adobe After Effects

PROJECT EXPERIENCE:

Combat & Narrative Design Intern, Peak Party Games
Emerald Empire, Team Size: 2   June 2025 - Present
· Scripting the interactive AI behavior of NPCs to match the creator's vision in this custom Free-To-Play Minecraft mode; creating dialogue for unique NPC responses upon interactions or attacks by game players

Lead Game Designer, Burndown Studios, Champlain College Game Studio
Double Down, Team Size: 13   Fall 2024 - Spring 2025
· Lead Designer for First Person Roguelike Shooter within a casino setting built in Unreal Engine 5; researched casino layout philosophies to model iterative block outs for all levels; balanced enemy health, attack, and spawn variables and rates to improve game UX
· Onboarded new designers as team expanded in Spring 2025; guided teammates and worked cross-functionally with other roles to resolve pressing issues in the development pipeline
· Served as primary liaison for game testing, including developing and managing testing plans, testing goals, tester feedback and tester insights

Lead Puzzle Designer & Lead Level Designer, Champlain Montreal Semester Abroad Program
Blood Runs Thicker, Team Size: 7   Spring 2024
· Created, researched, and developed visual design guide for Narrative Co-op Puzzle game and blocked out all puzzles in Unreal Engine 5; collaborated and problem-solved with team to develop game story and project plan
· Researched puzzle design UX theories; envisioned and implemented final level room structure, layout and puzzles

Game & Narrative Designer, Champlain College Game Studio (Remote)
Collaboration with Professor Kel Bachus, Team Size: 4   Summer 2023
· Created and developed character biographies, story plot concepts, and gameplay prototypes in Unity 2D for interactive game appealing to the fibrecraft community; conducted research on target audience demographics
· Prepared and participated in client presentation pitches to seek development feedback

ADDITIONAL WORK EXPERIENCE:

Founder, Co-Creator & Lead Instructor*, Greenlight Bootcamp for Champlain College   Spring – Fall 2025
· Conceived of and crafted orientation program for rising senior "Greenlight" (Senior Capstone project) participants
· Developed simulation of "Greenlight" process alongside the Chair, Champlain Game Studio
· Organized and enlisted Champlain College Alumni to act as mentors in conjunction with the program
· Met remotely with participants on a regular basis to instruct, guide, and offer feedback on their work

Project Management Intern, Frontdoor, Inc. (NASDAQ: FTDR), Memphis, TN (Remote)   Summer 2024
· Assisted in the evaluation of several projects to improve the efficiency, communication and effectiveness of the integration & delivery function; participated in disaster recovery simulations including monitoring timing of activities and progress against key milestones to enhance future recovery activities by InfoSec team

Staff Member, Remarkable Theater, Westport, CT   Summer 2022
Assistant Teacher (4th to 8th grade), Winston Prep Summer Enrichment Program   Summer 2021
Store Clerk, Westport True Value Hardware, Westport, CT   Fall 2018 – Summer 2019

ACTIVITIES AND INTERESTS:

Champlain Destiny Club, Club President, Event Coordinator & Charity Organizer   Spring 2021 – Spring 2025
Vermont Smash, Super Smash Brothers Ultimate Competitor   Fall 2020 – Spring 2025
Dungeons & Dragons, Dungeon Master and Player   Winter 2019 – Present