

# Ian Pagel

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## SUMMARY

I am a game designer with a passion for creating immersive and engaging gaming experiences. My journey in game design has been fueled by a deep-seated love for gaming and a relentless drive to bring my creative visions to life. I've spent countless hours honing my skills through projects and my studies at Otis College of Arts and Gnomon University. I have worked on everything from designing and developing my own game concepts, delving into the intricacies of game mechanics and working collectively with a team.

I'm eager to collaborate with other creative minds and learn from experienced professionals in the industry. I believe that collaboration not only enhances the quality of the final product, but also provides invaluable opportunities for personal and professional growth.

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## EXPERIENCE

### Commission Painter

Self-employed

January 2021 - Present

### Guest Service Representative

Mendocino Farms

March 2018 - March 2020

### Guest Service Representative

Nothing Bundt Cakes

September 2016 - December 2017

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## EDUCATION

### Otis College of Art and Design

Otis College of Art and Design · 2023

· Game Design Certificate Program, Game and Interactive Media Design

### Gnomon University Art Foundation Program

Gnomon University · Los Angeles, CA · 2022

### El Camino College

El Camino College · 2020

· Associate of Arts - AA, Digital Arts

### High School Diploma

El Segundo High School · 2016

· 2012 - 2016

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## SKILLS

Unreal Engine  
Autodesk 3ds Max  
Blender  
Unity

Game Design  
Combat Design  
Animation  
3D Modeling  
Game Scripting  
Game Development

References Available Upon Request.