

Westin Baker

Game Designer

(219) 895-6349

<https://westinbaker.com/>

baker585@alumni.purdue.edu

[linkedin.com/in/westinbaker/](https://www.linkedin.com/in/westinbaker/)

Work Experience

Game Design Instructor - STEM Forged

May 2023 - Present

- Teach classes of students K-12 about **game design, level design, and game mechanics** utilizing a proprietary game engine within the **Unity game engine**
- Implement an extensive and comprehensive lesson plan and guide students with **personalized learning experiences** to create unique levels with scripted events, compelling gameplay, and custom 3D models

Projects

Game Designer

Jan 2024 – Present

Fish are Friends - Unreal Engine 5

(Team of 2)

A Jetpack Joyride-inspired endless runner (expected release 2025)

- Developed a **2D character controller** from scratch that utilizes **simulated physics** to handle **character movement** and functions seamlessly within the game and interacts smoothly with other game objects
- **Prototyped and designed level** with **intuitive difficulty scaling** and randomized attack and obstacle patterns for a unique and challenging experience each run
- Developed **in-game shop** with purchasing capabilities and implemented **saved game data** for players to use collected coins and to **view game progress**
- Crafted **UI widget blueprints** for in-game HUD and various menus, ensuring players have an **optimized and intuitive experience**
- **Scripted** in-game events and designed distinct and exciting **game mechanics**

Technical Game Designer

Aug 2022 – May 2023

Fasteroid - Unreal Engine 5

(Team of 8)

An F-Zero-inspired arcade racer

- Implemented and iterated on the design of an **anti-gravity vehicle system** ensuring a smooth and thrilling gameplay experience
- Extensively **play-tested and fine-tuned vehicle system** to **optimize gameplay** and **created a unique boost mechanic** for skill-based racing
- Crafted blueprints for an **AI/COM racer** with refined movement to give players a **balanced level of difficulty**
- Collaborated with team members to **implement game assets** and worked closely with 3D modelers to create a **level design** that synergizes with the vehicle movement

Game Designer

May 2022 – Aug 2022

Green Hydrogen Project - Purdue Research

(Team of 4)

- Collaborated with team members using relevant means to develop a game from paper concept to finalization using the **game design pipeline**
- Developed a **game economy** that uses currency to educate players on the effects of various energy sources
- Thoroughly **tested and iterated gameplay** to provide a **balanced experience**

Achievements

Dean's list
University Honors
College

Skills

Software and Tools

Unreal Engine 4 and 5
Unity
C++
C#
Blueprints
Maya
Photoshop
After Effects

Technical

Game Design
Level Design
Mission Scripting
Paper Design
Game Mechanics
Gameplay Design
White Boxing
Prototyping
Playtesting
Documentation

Non-technical

Public Speaking
Organizational
Leadership
Communication
Teamwork

Education

Purdue University 2019 – 2023

Bachelor of Science in
Computer Graphics in
Game Design and
Development

Connect

