

Colin Mancer

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Profile Of Qualifications

- Highly motivated and creative manager and developer with over 13 years of experience in software and digital asset development.
- Proven ability in UX design and product development, with experience creating personas, assumptions and conducting user research in addition to developing all components of visual design from wireframes to final iteration.
- A team builder who is skilled in managing direct reports and external agencies to achieve the stakeholder's vision on time and on budget.
- Adept at solving challenges associated with working on new technologies.
- Proficient in the following programs: Adobe Creative Suite, Blender, Unity, CSS, InVision, Balsamiq, Zeplin, SVN, Jira, Confluence.

Experience

Monkeyface Studios, Toronto ON *(September 2014 - present)*

Game Designer/Lead Artist/UX & UI Designer/Producer

Monkeyface Studios is the studio I created which works on various client projects in addition to developing two original video game titles *Neon Diver* (iOS, Android, Steam) and *Circularium* (Android/Android Wear). Responsibilities on these titles included:

- Designed UX, UI including: in-game menu systems, game icons and store assets.
- Served as an artist, animator and level designer responsible for the development of all in-game visuals.
- Developed all 3D components including: modeling, rigging, animation, textures, lighting, game environments
- Created and maintained project schedules to ensure projects were on track and on budget.
- Managed external sound design studio (South River Sound).
- Managed relationships with international publishing partners and OMDC stakeholders (Neon Diver was awarded an OMDC Interactive Digital Media Fund grant in 2015).

LootLARP, New York NY *(April 2022 - June 20 2022)*

Lead Artist/UI Artist/Gameplay Consultant

Developer (worked remotely) on *LootLARP*, a blockchain-based AR game prototype developed in New York, USA.

- Developed quest images
- Designed iconography

- Consulted on AR game mechanics and other gamification opportunities associated with AR target

Connected IQ, Toronto ON (February 2019 - June 2019)

Product Designer and Technical Artist

Connected is a product and software development firm based in Toronto, Canada.

- Designed mechanics and functionality for a variety of products from early ideation to prototype phase.
- Developed and integrated assets into mockups and prototypes to serve as early-stage Proof of Concept.
- Developed products targeting several emerging technologies including: mobile AR, VR180 (including designing a fully-functioning spatial soundscape), and a 3D-printed promotional model.
- Created and hosted an internal seminar “3D Pipeline: Blender to Unity” focusing on 3D modeling, rigging, animation and Unity integration.
- Created “sizzle reel” marketing video clip to showcase the broad range of product development capabilities at Connected.

MK Ultra, Toronto ON (September 2013 - July 2014)

Lead Artist/Animator/UI Artist

Developer on *Knight and Damsel*, a 2-player competitive game title released on Ouya and Steam.

- Designed front-end assets and UI artwork.
- Created assets and animations for main characters and block entity designs.
- Served as lead environment and effects artist.
- Developed optimization and export strategies for game assets with the lead programmer.

Queasy Games, Toronto ON (December 2010 - August 2013)

Lead Artist/Animator/UI Designer/Producer

Developer on *Sound Shapes*, an award winning music-based platforming game for the PS3/PS4 and Playstation Vita systems.

- Created album covers for “Beyonder”, “Car DLC”, as well as 4 other DLC album covers used in-game and promotionally
- Directed User-Interface Artist through the development and refinement of entity menu UI assets.
- Designed store icons for all DLC packs post-campaign release.
- Managed external artist asset pipeline and acted as a liaison between artists and the studio while overseeing quality control for externally created elements.
- Responsible for art, animation, environment and level design for all elements featured on “Beyonder” levels of campaign in addition to “Car DLC” levels. Also responsible for all environment art on Beck “Cities” levels.

Hyperawesome Entertainment, New York NY (May 2005 - November 2010)

Art Director/Environment Artist/Animator/Concept Artist

Developer on *Shadowntale*, a browser-based RPG dungeon crawler.

- Managed two external overseas art studios during art asset creation and development.

- Collaborated with senior developers to define the game's overall direction and core mechanics.
- Sole environment artist for the game and created a complete animation set for the main character plus a large variety of enemy characters.

Other Professional Experience

In addition to my work in the videogame industry, over the years I have also had experience developing creative for other industries including, Travel, Health and Wellness, Automotive and Real Estate to name a few. Design/Development responsibilities included:

- Prototypes and Proof-Of-Concept builds for investor pitch purposes
- Product Design and asset development for Lead Management software
- Company branding and style-guides
- E-commerce websites
- Redesign and execution of national print ad campaigns (across 35 national newspapers)

Education

Computer Graphics Diploma (1999)

International Academy of Design and Technology, Toronto ON

Awards

I served as Lead Artist, Level Designer and Producer on the PS3/PS4/PS Vita hit game Sound Shapes which won the following awards:

- Gamasutra: The 10 Best Games of 2012
- Game Trailers: Best Platformer 2012
- Playstation Blog: PS Vita Game of the Year 2012
- PSN Stores: Game of the Year 2012, Best Vita Game 2012
- 1UP: Favorite Games of 2012
- 2012 Spike VGAs: Best Handheld Game 2012, Best Song for "Cities" by Beck 2012
- Game Critics Awards: Best Handheld Game 2011 and 2012
- Popular Mechanics: Top 10 Most Innovative Games 2012
- Awarded "Greatest Hits" status and physical re-release by Sony