

Quinn Goffin

Contact

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Education

Honours Bachelor of Game Design

Sheridan College | September 2016 - December 2020

Musical Arts Certificate

Cawthra Park | September 2012 - June 2016

Skills

Iterative prototyping
Teamwork & communication
Public speaking
Critical & creative eye
Efficient & quick learner

Tools

Unity Engine
AutoDesk Maya
Blender
Substance Painter
Marmoset Toolbag
Adobe Photoshop
Microsoft Visual Studio
Bounding Box Materialize
Github
Figma
Notion
Slack
Linear

Experience

Untitled Project | Designer / Artist

Mississauga, Ontario | March 2025 - Current

Currently in development indie title with a team of three. An action packed, stylized driving rouge-lite.

- Game design
- Level design
- Set Dressing & Lighting
- Gameplay programming
- Project planning & management
- Sound Design
- Game optimization

mtion Interactive | Level Designer

Kitchener, Ontario | September 2022 - November 2023

Designing spaces, mechanics, and interactions for the mtion Studio software; aimed at enhancing live streams through gamification.

- Task ownership
- 3D multiplayer level & game design
- Mass interaction design
- Scripting game mechanics & level interactions
- UI & UX Design
- Hosting playtesting sessions
- Third party asset optimization
- Create & manage design documentation
- Agile development workflow

IMVR | Level Designer

Beamsville, Ontario | June 2021 - August 2022

Created playable environments and assets for the virtual reality training program IRIS. Aimed at teaching professional drivers in the transportation industry.

- 3D level & environment design for VR
- 3D modelling & UV's
- PBR texturing
- QA testing
- Third party asset optimization
- Client & tradeshow technical demos
- Create & manage design documentation