

Chris George

Game Designer

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Skills

- Designing game mechanics and systems
- Communicating design concepts verbally and through documentation
- Prototyping and iterating designs
- Basic gameplay scripting with visual tools and code
- Building level layouts in 3D game engines (Unity, Unreal, Maya)
- Creating user interface designs
- Collaborating with coders, artists, and sound designers to implement features

Experience

- Contractor, Java Printz Studios (March – May 2016)
 - Contributed to 3rd person character controls creation and designed UI art for Unreal 4 football game
- Demagnetized, Personal Project (October 2015 - February 2017)
 - Created original 3rd person shooter in Unity: designed game mechanics, built levels in Unity editor, scripted with C#, designed UI/art assets
- Propulsion, Personal Project (September 2014 – September 2015)
 - Created original platformer in Unreal 4: designed game mechanics, built levels in Unreal editor, scripted with Blueprints, designed UI/art assets

Tools

- Engines: Unreal 3 & 4, Unity
- Scripting: Unreal Kismet/Blueprints, Unity C#
- Art: Maya, Blender, Photoshop
- Version Control: GitHub, Perforce

Education

- Bachelor of Science in Game Design, Full Sail University
 - Graduated June 7, 2013