

Chris George

Game Designer

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chrisgeorgegames.com

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
- Testing game builds for technical and usability issues

Experience

- Contractor, Java Printz Studios (March – May 2016)
 - Contributed to 3rd person character controls creation and designed UI art for Unreal 4 game
- Personal Projects
 - Created original games and prototypes in Unity and Unreal 4: designed game mechanics, built levels in editor, scripted with visual tools and code, 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