Christopher Christensen
Gameplay Scripting and Level Designer

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Technical Skills

Programming Languages: C#, LUA, Python, Javascript, Zilch
Toolsets: Unity3D, Git, Photoshop, Maya, Source, Unreal, Visual Studio, Sublime
Skillsets: Prototyping, game mechanics, system design, level design, iterative pathfinding, FPS Controller design
    Independent and collaborative iteration cycle experience. Easily adapts to new and custom technology.
    Three years experience with Unity3D, C# and Visual Studio. Dubugging and code analysis knowledge.
    Four years of working with various teams on six different completed video game projects.
    Four years of Game Design including hosting two Game Developers Conference roundtables.
    Two years of teaching High School and College students about Game Design.

Professional Experience

Treyarch - *Call of Duty: Black Ops 3* **&** *Call of Duty – Unannounced Title*　　　　　**6/2016-9/2016**
    Summer Internship
- ➢ Built and scripted playable prototypes using in-house tools.
- ➢ Analyzed game mechanics and systems design.
- ➢ Part of a team responsible for creating and scripting playable content.
- ➢ Designed and playtested Single-Player and Multiplayer prototype levels.

Projects

Streak - Solo project
    Download: http://bit.ly/DigiPen_Streak
    Source: http://bit.ly/GitHub_StreakCode
- ➢ Puzzle game that uses recursive and iterative pathfinding.

Animus Fault - Designer
    Download: http://bit.ly/DigiPen_AnimusFault
- ➢ Created level design and gameplay mechanic scripting on a custom game engine and custom editor.
- ➢ 20 member team.

"The Island" Puzzle and Level Design Prototype - Solo project
    Download: http://bit.ly/DigiPen_TheIsland
    Source: http://bit.ly/GitHub_TheIslandCode
- ➢ Created First Person controller within a level that included world puzzles and intuitive level design.

"Skiing" FPS Prototype - Solo project
    Download: http://bit.ly/DigiPen_SkiingPrototype
    Source: http://bit.ly/GitHub_SkiingPrototypeCode
- ➢ Created First Person controller within a level that included world puzzles and intuitive level design.

Level Design Projects
    Source: https://www.ChrisCrossed.co/design-process
- ➢ Designed levels for the Source engine (HL2, TF2, CS) one of which was eventually adopted as an official map (FB_MesaField).

DigiPen Dragon's Cup Invitational
- ➢ Created event and organized teams, included management of 15 staff and creation of a map pick/ban application.
- ➢ Hosted on Twitch Front Page with 1,200+ live viewers.

Education

- ➢ DigiPen Institute Of Technology - B.A. Game Design　　　　　Graduation: August 2017