

Christopher Christensen

Multiplayer Level Designer

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https://www.ChrisCrossed.co

Technical Skills

Programming Languages: C#, LUA, Python, Javascript, Zilch

Toolsets: Unity3D, Git, Photoshop, Maya, Source, Unreal, Visual Studio, Sublime

Skills: 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. Debugging 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 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 Multiplayer prototype levels.

Projects

CP_CrazyTrain – Team Fortress 2 Control Point Map

Design Process: <https://www.chriscrossed.co/cp-crazytrain>

- 18 month development cycle. 11 released iterations. 2 public servers used.
- My biggest, most successful map. Run through many different changes and updates, including HUD icons, forward spawns, additional objectives, dynamic level design, additional routes, and more.

FB_Football – Half Life 2: Capture the Flag custom game mode

Design Process: <https://www.chriscrossed.co/ctf-football>

- Custom map and game mode. Eventually re-released as official map.

Animus Fault - Designer

Download: http://bit.ly/DigiPen_AnimusFault

- Created level design and gameplay mechanic scripting on a custom game engine and custom editor.
- First Person Shooter project using Lua and Sublime.
- 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.
- Unity3D project with a custom-written physics and velocity-based player controller in C# and Visual Studio.

Level Design Projects

Source: <https://www.ChrisCrossed.co/design-process>

Documents Created: www.bit.ly/LevelDesignDocument

- 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

- Custom application written using Unity3D in C# of an interactive map pick/ban application.
- Custom application written using Unity3D in C# and operates with Windows Aero and desktop applications.

Education

➤ DigiPen Institute of Technology - B.A. Game Design

Graduation: August 2017