

Chris DeChamplain

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Level Designer

Highlights of Qualifications

- 13+ years of experience as a Graphic, Web and UX/UI Designer for numerous clients;
- Driven and imaginative Game and Level Designer with a broad knowledge base including Art, Design, Scripting and Programming;
- Able to design within the framework of a narrative structure to create interesting plots, subplots and game-play for an area or level;
- Experience with greyboxing, prototyping and play-testing levels to ensure they meet design objectives;
- Skilled writer: create readable and in-depth documentation including Game Design, Level Design and Mission Design Documents;
- Capable of managing the production of games, allocating resources and developing effective and efficient schedules, budget and milestone plans to develop a game;
- Graduated Game Level Design Post Graduate Degree program at Sheridan College with a 4.0 GPA;
- 20+ years creating mods for games such as Starsiege: Tribes, Ultima Online and Starbound;

Technical Skills

Software: Unity, Autodesk Maya, Autodesk Mudbox, Adobe Creative Suite, Aseprite, MS Office Suite, Github, Audacity, Visual Studio, Hexels 3

Programming Languages: C#, lua, JSON

Web Technology: HTML5, CSS, Javascript, XML, Hack'n'Plan

Operating Systems: Windows, iOS, Android

Shipped Titles

Dual Universe, DUO , Soul Reaper

Work Experience

Arbelos Interactive (Game/Level Designer, UX/UI) [Contract]

2021-Present

- Solely responsible for Level Design, encompassing various themes (SciFi, Fantasy, Modern,etc) with a focus on exploration, interaction and the 3Cs using Unity;
- Consultant for UX/UI Design; gave expert opinion and design input to provide a seamless experience between the Web App and Game for students and educators;
- Responsible for the design and implementation of in-game UI;
- Created and maintained detailed documentation of Levels, Quests, Features, UI/UX;
- Prototyped new gameplay features (scripting, implementation, documentation, testing);
- Designed and tested a tabletop gaming/roleplaying concept for AR console technology;
- Developed companion app for Android and iOS to bridge AR console and mobile technology;
- Created necessary art assets (textures, UI widgets and other elements) via photoshop;

Novaquark (Level Designer) [Dual Universe]

2020-2021

- Using in-house development tools, created voxel-based structures, tutorials, levels, events and spacecraft for use in a massively multiplayer online experience;
- Scripted tutorial progression and gameplay using lua;
- Adjusted and iterated game and level designs according to real-time feedback and metrics;
- Created and maintained detailed documentation (Level Design Documents ,Game Design Documents, One Pagers) of all proposed additions;
- Designed in-game assets with Photoshop, Hexels3 and Aseprite;
- Worked with programmers and artists to ensure gameplay mechanics and user experiences were properly tuned and implemented;
- Prototyped new gameplay elements, puzzles and scenarios;
- Coded all in-game HTML/CSS used for interactive screen displays to facilitate immersion;
- Localization of in-game text and speech;

Frackin' Universe [Mod] (Project Manager / Game Designer)

2014-Present

- Designed and implemented new instanced levels complete with story and progression elements;
- Created core game features including narrative, mechanics, progression and crafting systems to fashion a deeply immersive game-play experience;
- As Project Manager, delegated tasks and maintained a Hack'n'Plan board to keep workflow organized;
- Worked collaboratively in a team-based environment and provided guidance and mentoring;
- Created thousands of unique assets, including Parallax graphics, sprite sheets, sound effects and character designs;
- Managed and communicated with a robust community, monitoring bug reports and adjusting programming accordingly to provide the most stable experience possible to all players;
- Utilized the Steam platform to provide ease-of-use access to over 400,000 players worldwide and became the most popular mod for Starbound;

Power Level Studios (Level Designer)

2019

- Created 100 levels across 3 unique biomes to encompass 40-50 hours of game play;
- Documented mob stats and abilities and integrated them to encourage emergent game play;
- Created art assets as-needed for terrain, textures, objects;
- Play-testing and balancing of game mechanics;

Education

Game Level Design

Sheridan College

September 2018 - September 2019

- Honors GPA 4.0/4.0

Relevant Courses: Game Level Design, Programming and Scripting, Artificial Intelligence, Game Project Management, Game Mechanics, Modeling and Animation, Cinema Sound Story and Character Development

Web Design

Herzing College

September 2001 – September 2003

- Honors GPA 4.0/4.0

Awards and Certifications

Sheridan College: Sprint Week 2019 Game Jam Finalist

I-Net+ Certification

Herzing College – Dean's List Award

Activities and Interests

Gaming and Video Gaming, Writing (Unpublished and published), Game Modding (Warhammer 40k Mod [Starsiege Tribes], Realms of Lore [Ultima Online]), Art, Music, Travel, Camping Reading, Movies, Designing maps and adventures for tabletop gaming.