Chris DeChamplain

2-428 Quebec Avenue, Toronto, ON, M6P 2V4 – 416-769-2793 – cdechamplain@gmail.com
LinkedIn: https://www.linkedin.com/in/cjdechamplain/
Portfolio: http://sayterdarkwynd.github.io

Game & Level Designer

Highlights of Qualifications

- 5+ years in the Gaming industry, filling both Game Design and Level Design roles, and 13+ years of experience in Graphic, Web and UX/UI Design with broad knowledge in color-theory, art direction and design fundamentals;
- 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: can create readable and in-depth documentation including Game Design, Level Design and Mission Design Documents;
- Skilled at managing the production of games, allocating resources and developing effective and efficient schedules, budget and milestone plans;
- Graduated Game Level Design Post Graduate Degree program at Sheridan College with a 4.0 GPA;

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

Thrive: Heavy Lies the Crown, Dual Universe, DUO , Soul Reaper

Work Experience

Zugalu Entertainment (Lead Game Designer)   [Full Time]   **2022-2024**

- Spearheaded wireframes and mockups to create intuitive and engaging game interfaces;
- Led the art, design, and implementation of UI and UX elements to ensure a cohesive player experience;
- Authored and edited Game Design Documents, One-Pagers, Pitch Documents, Mechanics, and Systems drafts;
- Designed and implemented the First-Time User Experience (FTUE) to guide new players through game mechanics and gameplay;
- Worked closely with Art, Programming, Narrative, Audio, and Animation departments to maintain communication and meet milestone goals;
- Managed the design team via Agile task management;
- Created and implemented various systems and mechanics from concept to completion, including Infrastructure, Medical, Diplomacy, Revolts, and Fire;
- Designed an economy and trade system suited to City Builder and Strategy genres;
- Designed and balanced combat mechanics and systems for both competitive online multiplayer and single-player experiences, integrating strategic elements such as formations, elevation, armor, and hunger;
- Prototyped new gameplay features and UI elements to drive innovation;

Arbelos Interactive (Game/Level Designer, UX/UI)   [Contract]   **2021-2022**

- Solely responsible for Level Design, encompassing various themes (SciFi, Fantasy, Modern,etc) with a focus on sandbox gameplay, interactive elements and the 3Cs (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, flow, art 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;

Education

Post-Grad Game Level Design
Sheridan College   **2018 -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   **2001-2003**

- 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], FrackinUniverse [Starbound]), Art, Music, Travel, Camping Reading, Movies, Designing maps and adventures for tabletop gaming.