

Chance Clark

Junior Game Developer

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PROFESSIONAL SUMMARY

Lead Game Developer
UI/UX Developer
Project Manager
Tile Map designer

TOP SKILLS

Game Testing
Unity
MATLAB
Blender
UI/UX
Jira
Scrum

Communication
C#
Unreal Engine
DirectX11
UDP
Perforce

Bug Tracking
English (Native)
C++
Vulkan
TCP
Github

EXPERIENCE

Seasonal Beta Game Tester

June 2017 - Present

Keywords Studios- Remote

- Conducted Several Beta Tests with multiple teams of Quality Assurance testers for Medium Sized to Triple AAA Companies. Such as Server Load capacity, VOIP Testing within a deadline of 1-3 Hours each test.

EDUCATION

Bachelor of Science in Game Development (B.S.)

December 2024

Full Sail University, Winter Park FL

Bachelor of Science in Game Development; GPA: 3.2/4.0

PROJECT LIST

Noble Roots

October 2024 - December 2024

Pentacog Studios- Remote

Lead Game Developer

- Collaborated with 4 University Seniors to develop a new Farming PC Game; Undertook Project from Idealization to publication.
- Assumed command of the game project and managed the File depot on Perforce and Jira board to ensure the project continued on pace properly.
- Created ten Tile Maps to build together 4 2d maps for the player to traverse and explore.

Bird's Eye Hunter

August 2024 - September 2024

Blue Hunters- remote

Lead Game Developer

- Collaborated with a Small team of 3 University Seniors to develop a First Person Duck Hunting Game.
- Assumed command of the game project and managed the File repo on Github and Jira board to ensure the project continued on pace properly.
- Connected each of the 3 aspects created by fellow team members into the Final Build of the game.
- Built the UI to track the Players Score, Miss Count and Remaining Target Count.