

Chantelle Hicks

Game Designer

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Skills

Perforce	Gameplay Design
Unity	Confluence/Jira
Adobe Suite	Microsoft Suite
Unreal	Prototyping
C#	HTML5/CSS
Empathy	

Additional skills:

- Being lead on a project
- Working remotely
- Ability to meet deadlines
- Ability to communicate with art, production, programming, and QA teams
- Designing flowcharts to help all members of team understand design and features

Experience

Game Designer

10/2020 - Current

Pipeworks Studios

Worked on proprietary games. Use Jira, Confluence, and Unity to work on undisclosed projects. Lead designer on current project. Creates and manages all documentation for current projects. Uses Gliffy in Confluence to create wireframes, flowcharts, and images to support documentation.

Game Designer 09/2019 – 12/2019

Paradox Tectonic

Worked at Paradox Tectonic directly under Rod Humble to create content using in game systems. Created documents and flow charts using Google Sheets, Docs, and mind maps.

Lead Designer 12/2016 – 04/2017

Castle Quest

I created and implemented mechanics written in C# for an educational game while organizing folders and keeping documentation in Google Docs and Google Sheets. I also helped my employers with necessary electronic documentation.

Game Designer 06/2014 – 08/2014

Bombilate Games

Developed a game design document with two fellow game designers. Created enemy mechanics and designed eight levels for one of three areas. Published game to iOS App Store. Play-tested levels and corrected numerous bugs.

Education

Full Sail University / Bachelors of Science in Game Design

July 2012 - November 2014

