

Christopher Suttles

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Proactive professional with proven analytical, problem-solving, and technical skills. Aiming to leverage my abilities to successfully fill the necessary role at your company. Frequently praised as efficient by my peers, I can be relied upon to help your company achieve its goals.

Work Experience

Owner/Operator

03/2012 to 12/2019

Triggered Studios

Saint Cloud, FL

Lead Developer of Game Design

- Create core game features including storylines, role-play mechanics, and character biographies for a new video game or game franchise.
- Document all aspects of formal game design, using mock-up screenshots, sample menu layouts, gameplay flowcharts, and other graphical devices.
- Collaborate with artists to achieve appropriate visual style.
- Conduct regular design reviews throughout the game development process.
- Create and manage documentation, production schedules, prototyping goals, and communication plans in collaboration with production staff.
- Guide design discussions between development teams.
- Oversee gameplay testing to ensure intended gaming experience and game adherence to original vision.
- Present new game design concepts to management and technical colleagues, including artists, animators, and programmers.
- Provide feedback to production staff regarding technical game qualities or adherence to original design.
- Solicit, obtain, and integrate feedback from design and technical staff into original game design.
- Write or supervise the writing of game text and dialogue.
- Balance and adjust gameplay experiences to ensure the critical and commercial success of the product.
- Provide feedback to designers and other colleagues regarding game design features.
- Provide test specifications to quality assurance staff.
- Keep abreast of game design technology and techniques, industry trends, or audience interests, reactions, and needs by reviewing current literature, talking with colleagues, participating in educational programs, attending meetings or workshops, or participating in events.
- Review or evaluate competitive products, film, music, television, and other art forms to generate new game design ideas.
- Managed and maintained company IT infrastructure, including configuring Windows, Linux, and OS X machines, and troubleshooting hardware and software
- System Administration tasks, including installing and upgrading software packages, configuring company name server and DNS, configuring and maintaining Apache, and preventing and addressing security issues

- Configured and managed VirtualBox servers for development and local application support
- Data analysis to ensure operation redundancy.
- Creating backup servers for existing system.
- Light system administration tasks and server troubleshooting.

Skills

Linux Bash - 10+ years

CentOS/RHEL - 4 years

LAMP Stack - 5 years

Iptables, ufw, and firewalld - 5 years

SSH - 5 years

Suricata Intrusion Prevention System - 5 years

ClamAV -- Antivirus - 5 years

PC Installation, Repair, and Troubleshooting - 10+ years

Linux Distro Installation/Configuration and Maintenance - 10+ years

Education

Valencia Community College

Associate

Attended classes towards Computer Programming degree

Kissimmee Florida

2012 to 2014

Anchorage Adult Regional Education Program

High school or equivalent

G.E.D.

Anchorage, Alaska

2006 to 2006