

# Dan Chretien

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## SKILLS

- Gameplay Prototyping
- UI Construction
- Interdisciplinary Collaboration
- Concept Brainstorming
- Systems Design
- Feature Documentation
- Design Critique
- Level Scripting

## TOOLS

- Unreal Engine 5
- Unreal Blueprint
- Microsoft Excel
- Adobe Photoshop
- Autodesk Maya
- ActionScript 2 & 3
- FlashDevelop
- Adobe Flash

## **Some Experience With:**

- C#
- Unity
- Blender
- PHP
- JavaScript

## WORK EXPERIENCE

**Demiurge Studios, Cambridge, MA** June '21 - April '24, Dec. '05 - Mar. '13

### **Designer**

- Designed and scripted prototype combat mechanics, including weapon and enemy behaviors, in Unreal 4 and 5.
- Scripted enemy wave composition for co-op survival missions.
- Refined level layout and scripting to achieve desired AI behaviors in systems-reliant game modes.
- Wrote Excel formulae to speed up creation and iteration on wave-based combat missions for the design team.
- Prototyped new UIs and mini-games for a Wii-U port using Flash and ActionScript.
- Collaborated with artists and engineers to integrate new Wii-U hardware features into a multiplatform game.
- Wrote and presented the internal pitch for Demiurge Studios' first original IP.
- Iterated and tuned combat encounters in a platformer based on feedback from leads, QA and playtesting.
- Laid out graybox environment geometry and scripted combat encounters in one rail shooter mission.
- Collaborated with artists in creation of final geometry and layout of one rail shooter mission.
- Scripted camera cuts, lighting changes, VFX triggers and other events for 8 songs in Green Day: Rock Band.
- Developed 4 third-person shooter game mode prototypes using Unreal Kismet.
- Collaborated with 2 other designers to integrate Kismet gameplay logic into their levels.
- Co-wrote and implemented Pinnacle Station's first dialogue draft using BioWare's dialogue and quest creation tools.
- Collaborated with 2 artists and 3 engineers on UI optimization for the PC version of Mass Effect.
- Added additional UI elements to Shoot Many Robots (Mobile) using C# and Unity.
- Updated and redecorated the 'Remagen' map to support Medal of Honor: Airborne's parachute mechanics alongside 2 designers and 3 artists.

### Projects

- *Four Unannounced Unreal 5 Prototypes* (PC, Console)
- *Shoot Many Robots* (Mobile)
- *Aliens: Colonial Marines - Bug Hunt DLC* (Xbox 360, PS3, PC)
- *Aliens: Colonial Marines* (Wii U - Cancelled)
- *Shoot Many Robots* (Xbox 360, PS3, PC)
- *Unannounced Unreal 3 Rail Shooter* (Xbox 360 - Cancelled)
- *Green Day: Rock Band* (Xbox 360, PS3)
- *Mass Effect: Pinnacle Station* (Xbox 360, PS3, PC)
- *Mass Effect* (PC)
- *Medal of Honor: Airborne* (Xbox 360, PS3, PC)

**Harmonix Music Systems, Boston, MA** Mar. '16 - May '21

### **Technical Designer**

- Constructed and iterated on nearly two dozen shell screens in Unreal Engine 4.
- Developed function libraries and component widgets to standardize screen layout and scripting within the UI team.
- In Unreal Blueprint, prototyped interactions with in-game equipment for a pitch demo that presented gameplay using either VR, gamepad, or mouse-and-keyboard.
- Built tutorials for a dozen of Rock Band VR's gameplay systems using Harmonix's proprietary editor, Forge.
- Researched and updated documentation for Forge's scripting language in order to provide a more usable reference for both new and experienced scripters.

### Projects

- *Unannounced Music Game* (PC, Consoles TBD)
- *Fuser* (Xbox One, PS4, Switch, PC)
- *Rock Band VR* (Oculus Rift)

**Insomniac Games, Burbank, CA** Nov. '13 - Feb. '16

### **UI Builder**

- Co-designed, constructed, and iterated on 3D UI layouts using Autodesk Maya.
- Assembled, scripted, and debugged menus and HUD elements using Adobe Flash and ActionScript 3.
- Developed new asset-sharing systems to improve the UI team's Flash workflow.

### Projects

- *Feral Rites* (Oculus Rift)
- *Ratchet & Clank* (PS4)
- *Sunset Overdrive* (Xbox One)

**Stainless Steel Studios, Cambridge, MA** Nov. '04 - Nov. '05

### **QA Assistant Lead**

- Identified, reported and regressed bugs; Coordinated and completed assigned QA tasks.

### Projects

- *Rise & Fall: Civilizations at War* (PC)

## EDUCATION

**Rensselaer Polytechnic Institute, Troy, NY**

Graduated May 2004, *Cum Laude*, Bachelor of Science

Dual Major in Electronic Media, Arts and Communication / Computer Science