

# CHRIS DECHAMPLAIN

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With 13 years experience in Graphic Design, Web Design, UX/UI, Branding and Digital Marketing I deliver creatives that are top-notch and engage the user and meet industry demands. I take lead in meeting objectives, and have a proven ability to work on multiple initiatives simultaneously and with high attention to detail. A team player, I can work collaboratively and meet deadlines with ease.

- ☐ ADOBE CS
- ☐ HTML & CSS
- ☐ UX/UI
- ☐ GRAPHIC DESIGN
- ☐ WEB DESIGN
- ☐ WRITING
- ☐ WORLDBUILDING
- ☐ ILLUSTRATION
- ☐ ART DIRECTION

## AVIDLIFE MEDIA

2009 - 2015

### Intermediate Web & Graphic Design

- Front-End Web Design, UX/UI Design for high-traffic sites
- Billboards, Print Ads & Promotional Materials. Tight deadlines.
- Digital Marketing point-man for internal and external client designs
- Illustrations for comics, print media and viral marketing
- Photo Retouching and Editing, Digital Art
- Email campaign management (Litmus, MailChimp)
- Wordpress site development and design
- Storyboard design for broadcast and viral marketing campaigns
- Brand Identity, Icon & Logo Design

## NETMEDIA SERVICES INC.

2016-2017

### Senior Web & Graphic Design

- Front-End Web Design for multiple web properties
- UX/UI Design for Dating platforms
- Wireframing and Prototypes
- Dating Site Front-End Web Design (HTML, CSS, jQuery)
- Responsive Design redesign of outdated assets
- Digital Marketing creatives including Email and Banner asset creation
- Illustration & Cartooning for gamification elements
- Brand Identity, Icon and Logo Design

## FEATURECREEP

2004-2009

### Junior Web & Graphic Design

- Front-End Web Design, UX/UI Design
- Print design (promotional materials, clothing, billboards)
- Video Editing, looping and sound editing
- Content Management and Auditing of all site content
- Brand Identity & Logo Design
- Affiliate Marketing campaigns (Email, Banners, Social Network)
- Solely responsible for site CMS management

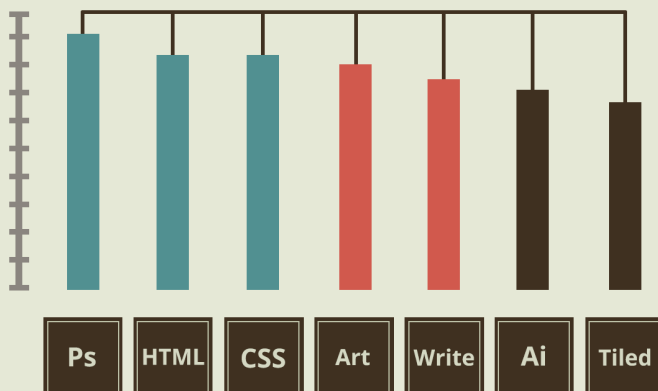
## FRACKIN UNIVERSE

2013-Present

### Game Designer, Writer, Team Lead

- Character, Object and Environment art
- Level Design (Including balancing, puzzle design, writing and gameplay).
- System and Progression planning based on Design Pillars
- Managed design team of 10+ individuals to meet objectives and reach goals
- Writing, Scripting, Storyline: Wrote and implemented in-game text
- Animation, Sound Editing, Sound Design
- Managed successful launch and a community of over 200,000 users

## Proficiency



## INTERESTS

- ☐ Gaming
- ☐ Movies
- ☐ Art
- ☐ Comics
- ☐ Music
- ☐ Writing
- ☐ Travel
- ☐ Wildlife

## OTHER PROJECTS

### "Realms of Lore" (Game Design) [ Ultima Online ]

- Scriptwriting and game Event planning
- Programmed dozens of unique classes with hundreds of abilities
- Designed hundreds of art assets
- Level Design - World Map, Cities, Dungeons

### "Warhammer 40,000" (Game Design) [ Starsiege: Tribes ]

- Scripted and balanced online multiplayer class-based combat, with over 20 unique class types and dozens of weapons
- Managed 5+ member team, reaching deadlines and releasing content on-schedule

### "Realms of Lore" (Tabletop Roleplaying) [ Unpublished ]

- Wrote rules system (Mechanics, Resolution, Parameters)
- Worldbuilding (Setting, Characters, Concept Art, Writing)
- Map and Level design