CHRIS DECHAMPLAIN

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http://sayterdarkwynd.github.io
416-769-2793

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

With 13 years experience in Graphic Design, Web Design, UX/UI, Branding and Digital Marketing I can 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.

AVIDLIFE MEDIA — 2009 - 2015

Intermediate Web & Graphic Design

- Front-End Web Design, UX/UI Design for company properties
- Billboards, Print Ads & Promotional Materials
- Digital Marketing point-man for internal and external client designs
- Handled **all** illustrations for comics, print media and viral marketing
- *Extensive* Photo Retouching and Editing
- 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, including wireframing and prototypes
- Headed Dating Site redesign and implementation
- Responsive Design using modern standards (CSS, jQ, HTML, Flexbox)
- Digital Marketing creative lead
- Banner design
- 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

| Ps | HTML | CSS | Art | Write | Ai | Tiled |
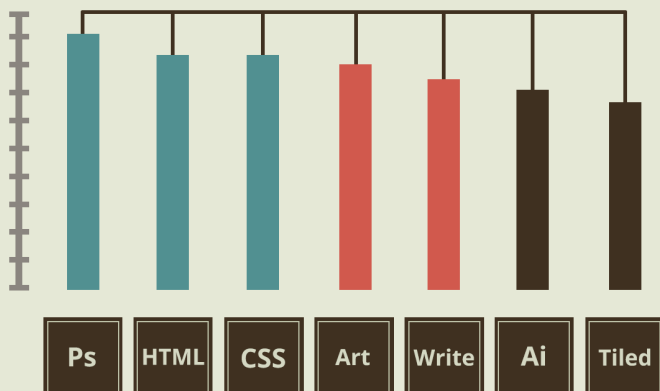
INTERESTS

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

OTHER PROJECTS

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

- Worldbuilding (Mapping, writing, art design, etc)
- Created dozens of unique classes with hundreds of abilities
- Hundreds of art assets
- Wrote, ran and managed server-wide events

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

- Scripted and balanced online multiplayer combat, with over 20 unique class types and dozens of weapons
- Managed and directed a team for the creation of assets and scripts

"Realms of Lore" (Tabletop RPG) [Unpublished]

- Created entire game world including maps, history, lore and flora/fauna
- Wrote unique rules and systems to regulate gameplay
- Concept art and character design