

Chris DeChamplain

2-428 Quebec Avenue, Toronto, ON, M6P 2V4 – 416-769-2793 – cdechamplain@gmail.com

LinkedIn: <https://www.linkedin.com/in/cdechamplain/>

Portfolio: <http://sayterdarkwynd.github.io>

Level Designer

Highlights of Qualifications

- 13+ years of experience as a Graphic, Web and UX/UI Designer;
- Driven and imaginative Game Designer with knowledge of Game Design and Mechanics, Level Design, 2D & 3D art and animation as well as Programming;
- Able to design within the framework of a narrative structure to create interesting plots, subplots and gameplay for an area or level;
- Experience with Greyboxing, Prototyping and Playtesting created levels to ensure they meet design expectations and objectives;
- Skilled at the creation of highly readable and in-depth documentation including Game Design Documents, Level Design Documents and Mission Design Documents;
- Capable of managing the production of games, allocating resources and developing effective and efficient schedules, budget and milestone plans to develop a game;
- Currently enrolled in the Game Level Design Post Graduate Degree program at Sheridan College, with a 4.0 GPA. Graduating September 2019;
- 20+ years creating mods for videogames, including Starsiege: Tribes, Ultima Online and Starbound;

Technical Skills

Software: Unity, Autodesk Maya, Autodesk Mudbox, Adobe Creative Suite, Aseprite, MS Office Suite, Github, Audacity, Visual Studio

Programming Languages: C#, lua, JSON

Web Technology: HTML5, CSS, Javascript, XML, Hack'n'Plan

Operating Systems: Windows, iOS, Android

Work Experience

Frackin' Universe [Mod] (Project Manager / Game Designer)

2014-Present

- Used preexisting and original game components in the construction of game levels;
- Created core game features including story line, mechanics, progression and crafting systems to fashion a deeply immersive game play experience;
- Managed a 10+ member team through sprint-style task delegation via Hack'n'plan and delegated tasks according to appropriate team-member skill-sets;
- Worked collaboratively in a team-based environment and provided guidance and mentoring to maintain communication between team members and minimize conflict;
- Used effective project and personal time management to meet weekly update schedules every week for 5 years;
- Created thousands of unique assets, including Parallax graphics, sprite sheets, sound effects and character designs.
- Managed and communicated with a robust community, monitoring bug reports and adjusting programming accordingly to provide the most stable experience possible to all players;
- Utilized the Steam platform to provide ease-of-use access to over 300,000 players worldwide and became the most popular mod for Starbound.

Power Level Studios (Level Designer)

2019

- Created 100 levels across 3 unique biomes to encompass 40-50 hours of game play.
- Documented mob stats and abilities and integrated them to encourage emergent game play.
- Created tile art, and various in-game assets for interactive elements
- Play-testing and balancing of game mechanics

NetMedia Solutions Inc. (Senior Designer)

2017-2018

- Responsible for front-end Web, UX/UI and Graphic Design for all company properties using modern responsive design techniques and mobile-first methodology;
- Solely responsible for all Social Media and Digital Marketing creatives;
- Worked in tandem with the Digital Marketing department to improve conversion and customer retention rates;
- Updated and modernized logos to improve brand recognition.

AvidLife Media (Intermediate Designer)

2009-2016

- Responsible for all Digital Marketing assets. Ad revenue increased profits by approximately 40% and helped brand expansion into more than 52 countries worldwide;
- Extensive experience in photo editing and retouching for print and web publication;
- Created successful advertisements in numerous campaigns, aiding in increasing site users by more than 20 million;
- Extensive use of Github and Ruby - Worked in tandem with Development staff to update and maintain more than 50 sites;
- Responsible for front-end and UX/UI design through responsive design and mobile-first methodology
- Created Storyboard designs for 10+ profitable broadcast and viral marketing campaigns

Education

Game Level Design

Sheridan College

September 2018 - September 2019

- Honors GPA 4.0/4.0

Relevant Courses: Game Level Design, Programming and Scripting, Artificial Intelligence, Game Project Management, Game Mechanics, Modeling and Animation, Cinema Sound Story and Character Development

Web Design

Herzing College

September 2001 – September 2003

- Honors GPA 4.0/4.0

Awards and Certifications

Sheridan College: Sprint Week 2019 Game Jam Finalist

I-Net+ Certification

Herzing College – Dean's List Award

Activities and Interests

Gaming and Video Gaming, Writing (Unpublished Role Playing Game systems, Design-centric articles on Format.com), Game Modding (Warhammer 40k Mod [Starsiege Tribes], Realms of Lore [Ultima Online]), Art, Music, Travel, Camping Reading, Movies