

Chris DeChamplain

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

Level Designer and Game 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 video games, 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

- Wrote clear and concise specs, users flows and documentation to guide in the creation of game content and features;
- Created deeply immersive game play experiences through expanding on core game features including story line, mechanics, research, progression, survival elements and crafting systems;
- Acted as Project Manager for a 10+ person team, maintaining team morale and reaching deadlines on a consistent basis;
- Created and owned the implementation of fun, engaging in-game events and experiences;
- Demonstrated excellent communication and thinking skills;
- Assessed and applied qualitative and quantitative feedback to improve game design and balance;
- Designed and implemented gameplay assets such as environment, object and character art as well as JSON and lua scripting and level designs;
- Managed a robust community, acting as Quality Assurance to maintain balance and playability for users;
- Established the mod as the most popular for Starbound with a player base exceeding 300,000 users globally;

Power Level Studios (2 month contract) (Level Designer)

2019

- Planned and implemented 100 game levels, created tilemaps for 2d assets and implemented them in level designs. Performed extensive level play-testing, iteration and reviews;
- Collaborated with artists, programmers, animators and other designers to craft the vision of levels and game;
- Acted as producer on levels, facilitating communication across disciplines and met deadlines efficiently;
- Created original game art as-required for level designs and implemented them into level designs;
- Play-tested and balanced game mechanics based on documentation and game flow;

NetMedia Solutions Inc. (Senior Designer)

2017-2018

- 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, Updated and modernized logos to improve brand recognition;;
- Worked with the Digital Marketing department to improve conversion rates and improve sales by 15% that year;

AvidLife Media (Intermediate Designer)

2009-2016

- Owned Digital Marketing campaign design tasks. Ad revenue increased profits by approximately 40% and helped brand expansion into more than 52 countries worldwide;
- Successful ad campaign designs led to increased site memberships and more than \$1,000,000 in sales;
- Extensive use of Github and Ruby – iterative development was essential to successfully keeping many sites updated and modernized.
- Utilized responsive design and mobile-first methodology to create friendly UX/UI and improve customer retention rates across all sites;
- Extensive HTML and CSS was used to design and maintain more than 50 web properties. Modern UX/UI creatives were more accessible. Memberships increased from 20 to 56 million .

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 articles on Format.com), Game Modding, Art, Music, Travel, Camping Reading, Movies