Christopher Gevorkyan

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Objective: Seeking a position that I can apply my skills as a game designer.

Qualifications

- Proficient in operating the Unity Engine and programming in C# from 3 years of experience
- Basic knowledge in C++ and Java
- Computer software programs: MS Word, Power Point, Adobe Photoshop, Illustrator, XD
- Experience working in an office environment providing general assistance
- Proficient in Writing and Editing
- Perform effectively independent, as well as a contributing team member
- Strong work ethic: Recognized by employer for dependability, punctuality, work performance

Education

WOODBURY UNIVERSITY, Burbank, CA,   Current
Emphasis: Game Development – 2019 - present

GLENDALE COMMUNITY COLLEGE, Glendale, CA,
Emphasis: General Education – 2016 - 2019
Transferred to 4-year university

CLARK MAGNET HIGH SCHOOL, La Crescenta, CA
High School Diploma – 2016

Relevant Coursework

- Story Development   Spring 2022
- Experimental Tech (VR)   Fall 2021
- UI Design   Fall 2021
- Level Design   Spring 2021
- Game Prototyping   Fall 2020
- Game Design Documentation   Fall 2020

Project History

- The Warden's Vengeance – Design, Story, Level Design   Spring 2022
- Vapor Rage – Level Design, UI Programmer   Fall 2021
- Death Perception – Level Design Producer, Programming Producer   Fall 2021
- DASH (Working Title) – Design, Programmer   Summer 2021
- The Warrior King (Working Title) – Design, Story, Programmer   Spring 2021

- Please visit https://chrisgevorkyan.wixsite.com/website for more information about my involvement in these projects.