

CHRIS PETSCHKE

ARTIST, DESIGNER AND DEVELOPER

PERSONAL INFO

Location:
Clearfield, Utah 84015

Phone:
801-686-7295

E-mail:
chrispetsche82@gmail.com

SOFT SKILLS

- Ambitious
- Disciplined
- Teamplayer
- Organized
- Adaptable
- Creative
- Detailed
- High EQ

HARD SKILLS

Coding Languages:

- C# 7 yrs.
- HTML 1 yr.
- CSS 1yr.
- JAVASCRIPT 9 mos.
- C++ 6 mos.

Game Design and Development:

- System 7 yrs.
- Level 3 yrs.
- 3D Modeling 7 yrs.
- UI 3 yrs.

TOOLS

IDE's and Text Editors:

- Visual Studio 5 yrs.
- Git-hub 1 yr.

Documentation:

- Google Dev Tools 6 yrs.
- Microsoft Office 10 yrs.

Game Engines:

- Unity 7 yrs.
- Unreal 1 yr.

VR Systems:

- Oculus Rift 4 yrs.
- Oculus Quest 3 mos.
- HTC Vive 2 yrs.

Image Editors:

- Photoshop 7 yrs.
- After Effects 2 yrs.

Modeling Applications:

- Maya 7 yrs.

SUMMARY

Imaginative, self driven and focused artist, designer and developer with a range of experience in the fields of gaming currently seeking new challenges and adventures while expanding my knowledge base as a Game Developer.

RELEVANT EXPERIENCE

Nov 2016 - Experience Designer/ Programmer/ Artist

Present

Lucky Strike Social SF ~ Virtual Tour (Personal Project)

A two part project originally designed exclusively for the HTC Vive VR system, but has now expanded to multi-platform VR and WebGL, that offers:

- A means of presenting suggestions that have been and could still be used to refresh and update the San Francisco venue via a detailed scale model of each area in the building and it's assets, current and proposed, with customized textures and lighting.
- A semi interactive experience designed to showcase these updates to potential clients through a guided tour that can be taken through the convenience of a desktop website or an immersive VR downloadable complete with a unique character controller and UI system.

Oct 2013 - Experience Designer/ Programmer/ Artist

Dec 2015

State of Being (Student Thesis Project)

A Story Based VR Puzzle Adventure Game, built for Oculus Rift DK2, that earned a masters degree through the:

- Study of the potential for some of the first character controllers that were to be experienced in virtual reality and express a number of the issues found with the early systems. One in particular being the "players" mental conflicts when controlling their real bodies and the virtual ones they attempted to step into.
- Presentation of a few natural solutions for building around these interesting challenges that came with new technology.
- Proof of design and development ability by having constructed a collection of gameplay mechanics, UI and AI systems, level schemes, as well as life sized environment models.

March -

May 2014

System Designer/ Programmer

The Haunted ~ A Game of Hide and Seek (Student Project)

A 6 week college collaborative where a Multiplayer Online VR Game, simulating a spookie version of a childhood classic game of hide and seek, was built for the Oculus Rift DK1 with a personal contribution of having:

- Designed and coded tag mechanic and UI system.

EDUCATION

Dec 2015

MFA, Game Development

Academy of Art University, San Francisco CA

- Vice president of school-affiliated gaming club, *Start*. Responsible for writing club charter, maintaining communications with school, as well as bringing in guest speakers and organizing networking events.

HOBBIES AND INTERESTS

- Gaming
- AI
- Philosophy
- Science
- Art
- Astronomy
- History
- Gardening
- Architecture
- Stories
- Music
- Meditation