Christopher McCray

Game Developer

I am passionate, slightly obsessed, and professionally skilled game developer with a Master's in Computer Science from Michigan State University. My love for game-making started young and now it's my job and it's the dream that keeps me up at night (but in a good way). I thrive on combining AI, blockchain, and game mechanics to build not just games, but living worlds that grow and evolve based on player behavior. Whether it's creating NFT economies or designing VR environments, I'm all in. If you're looking for someone who's tech- savvy, always learning, and has a passion for developing the next big thing in the gaming industry, you've found your match.

Let's build something epic!

Contact

game.king001@hotmail.com

Github

Miami, FL, US

Education

- Bachelor's degree in Computer Science

  Michigan State University, East Lansing, Michigan

  April 2010 – May 2014

  Relevant Coursework: Game Development, Machine Learning, Computer Graphics

- Master's in Computer Science

  Michigan State University, East Lansing, Michigan

  May 2014 – April 2016

  Relevant Coursework: Augmented and Virtual Reality, Game Development, Computer Graphics, Advanced Algorithms, Computer Networks, Blockchain Technologies, Database Systems

Key Skills

- AI-Driven Game Design: NPC behaviors, dynamic content

Professional Experience

SENIOR GAME DEVELOPER | INNOVACIO TECHNOLOGIES, REMOTE
FEBRUARY 2023 – PRESENT

- Designed and developed "Mythos Realms," a cross-platform RPG using Unity and Unreal Engine with an emphasis on dynamic world-building and real-time player impact
- Architected a modular AI system allowing NPCs to adapt their roles, alignments, and dialogues based on player choices
- Spearheaded blockchain implementation for NFT-based hero and weapon ownership, offering full player item control and trade integration
- Managed team of 8 engineers and designers to meet rapid prototyping milestones and iterate weekly
- Implemented performance optimization pipeline, reducing build load times by 30% and improving mobile frame rates by 25%
- Coordinated integration of Photon Engine for real-time multiplayer combat and raid events

LEAD AI GAME DEVELOPER | META QUEST ARENA (META), MENLO PARK, 1 HACKER WY
MARCH 2021 – JANUARY 2023

- Led AI development for Meta Quest Arena, building immersive, AI-driven NPCs that adapt to real-time player interactions, increasing player engagement by 40%.
- Integrated blockchain technology to enable NFT-based item ownership and player-driven economies, achieving over $1M in NFT transactions within the first 6 months.
- Optimized VR performance, improving latency by 20% and enhancing realism for over 500,000 active users.
- Led cross-functional teams of 20+ developers, artists, and designers to implement AI-driven matchmaking, resulting in 30% faster matchmaking times and improved player satisfaction.
- Received glowing feedback from beta users, with 90% rating the AI NPCs' behavior as more intelligent and immersive than any VR game they'd played before.
- Managed 10+ interdisciplinary team members to build AI-driven matchmaking, cutting match wait time by 30%

FREELANCE AI/GAME DEVELOPER & TECHNICAL CONSULTANT | INDEPENDENT CONTRACTOR, REMOTE
JANUARY 2020 – MARCH 2021

generation, adaptive gameplay

- Game Development: Unity, Unreal Engine, C#, C++, Python, JavaScript
- Blockchain & NFTs: Smart contracts, decentralized economies, NFT integration
- VR/AR Development: Meta Quest Arena, immersive environments, interaction design
- Large-Scale Games: Multiplayer systems, networked game design, AI for battle simulation
- Performance Optimization: AI tuning, cross-platform scaling, real-time processing
- Problem Solving & Innovation: Tech trend exploration, building next-gen game mechanics
- Passion & Creativity: Game-making is my dream — I live it every day

- Provided AI system consulting and game mechanics prototyping for indie studios and startups
- Assisted with blockchain-based game economy integration for a DeFi-inspired mobile RPG
- Led design of a turn-based strategy prototype using procedural narrative and adaptive enemy logic
- Co-organized and mentored in 2 international game jams, promoting ethical AI in gameplay

SENIOR GAME DESIGNER | BLIZZARD ENTERTAINMENT, IRVINE, CALIFORNIA
JUNE 2018 – DECEMBER 2019

Project Name: *Overwatch* and *Diablo IV*

- Developed AI-driven NPCs and enemy behaviors for *Overwatch* and *Diablo IV*, improving enemy strategies by 35% through adaptive AI that learned from player actions.
- Designed dynamic environments where AI reacts intelligently to player behavior, creating immersive game worlds that evolve based on player decisions.
- Improved multiplayer matchmaking by integrating AI to adjust difficulty in real-time, resulting in 25% higher player retention and less waiting time.
- Worked closely with a 50+ person team, ensuring smooth integration of AI features while maintaining the integrity of the game's narrative and design.

GAME DEVELOPER | INDEPENDENT PROJECTS, MIAMI, FLORIDA
FEBRUARY 2017 – MAY 2018

Project Name: *Football Pro 2020*
As an independent developer, I created several Unity-based sports simulations and football games.

- Developed Unity-based football simulation featuring AI-powered team tactics, where players faced challenging, realistic AI opponents that evolved based on match dynamics.
- Integrated machine learning algorithms for AI-driven tactical decision-making, improving opponent difficulty by 40% and providing more strategic gameplay.
- Received positive feedback from players, with over 50,000 downloads and a 4.7/5 rating on mobile stores for its realism and tactical depth.
- Implemented cross-platform multiplayer features, growing the game's community by 30% within the first 6 months.

Certifications

- Certified Unity Developer | Unity Technologies | March, 2018
- AI for Game Developers | Coursera | June, 2019
- Blockchain for Game Development | Coursera | November, 2022
- Certified ScrumMaster | Scrum Alliance | April, 2023

Interests

- **Virtual Reality (VR):** Passionate about creating immersive VR worlds and pushing the limits of player interaction in virtual environments.
- **Augmented Reality (AR):** Exploring how AR can blend the real world with game mechanics, creating hybrid experiences.
- **Game Design:** Always exploring new ways to innovate and improve game mechanics, ensuring games are not just played, but experienced.