Chris DeChamplain

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Level Designer

Highlights of Qualifications

- 13+ years of experience as a Graphic, Web and UX/UI Designer, 2 years in Level Design;
- Driven and imaginative Game and Level Designer with a broad knowledge base including Art, Design, Scripting and 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 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;
- Graduated Game Level Design Post Graduate Degree program at Sheridan College with a 4.0 GPA;
- 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, Hexels 3
Programming Languages: C#, lua, JSON
Web Technology: HTML5, CSS, Javascript, XML, Hack'n'Plan
Operating Systems: Windows, iOS, Android

Shipped Titles
Dual Universe, DUO , Soul Reaper

Work Experience

Novaquark (Level Designer)   [Dual Universe]   **2020-2021**

- Using in-house development tools, created voxel-based structures, tutorials, levels, events and spacecraft for use in a massively multiplayer online experience;
- Scripted tutorial progression and gameplay using lua;
- Adjusted and iterated game and level designs according to real-time feedback and metrics;
- Created and maintained detailed documentation (Level Design Documents ,Game Design Documents, One Pagers) of all proposed additions;
- Designed in-game assets with Photoshop, Hexels3 and Aseprite;
- Worked with programmers and artists to ensure gameplay mechanics and user experiences were properly tuned and implemented;
- Prototyped new gameplay elements, puzzles and scenarios;
- Coded all in-game HTML/CSS used for interactive screen displays to facilitate immersion;
- Localization of in-game text and speech;

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, mechanics, progression and crafting systems to fashion a deeply immersive game-play experience;
- As acting Project Manager, delegated tasks and maintained a Hack'n'Plan board to keep tasks organized;
- Worked collaboratively in a team-based environment and provided guidance and mentoring to maintain;
- 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 200,000 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.

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 Roleplaying 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