Chris DeChamplain

Game / Level Designer

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Experienced, creative designer focused on creating compelling gameplay experiences . Additionally, I have nearly two decades of experience in Web and Graphic Design, where my art has reached millions in print and digital media.

SKILLS

Game & Level Design
- Game system and mechanics design, balancing, and implementation
- Level design & blockout, pacing, event scripting, cinematics, etc.
- Concise, visual, clear design documentation to guide development
- Playtesting and iteration

UX/UI Design
- Design flow, prototypes and wireframe layouts
- UI visual design from concept to completed assets
- User research, interaction and iterative design.
- Implementation and animation of UI elements

Leadership
- Provide clear direction and guidance to meet milestones and achieve goals
- Mentorship and management of teams to grow skills and shape careers.
- Strategic planning, pipeline, scheduling and roadmap development

Programming
- C#, lua, HTML, CSS

Software
- Adobe Photoshop, Unity
- Audacity, Asperite, Tiled, Maya
- Miro, Hack'n'Plan, Trello,
- Visual Studio, Sublime, Perforce, Git, SVN

EXPERIENCE

Zugalu Entertainment, Lead Game Designer   2022-2025

- ***Hunter's Moon - UX/UI Designer*** *(PC, Console, Shipped 2025)*
  - Redesigned UI art assets and icons from scratch, with a short 6-month production time.
  - Reworked UX/UI flow, and established visual effects and feel.
  - Created 100+ art assets for items and consumables.

- ***Studio Delirium - UX/UI Designer*** *(Prototype)*
  - Determined UX/UI flow and created a prototype design, themed around smartphone-style app displays and modern Web visuals.
  - Authored and owned all UI art assets, matching the established painterly style intended for gameplay.

- ***Tempered Hue - Lead Game Designer*** *(Cancelled)*
  - Created initial pitch and concept for funding outreach.
  - Owned UX/UI design and saw them through from concept to completion.
  - Authored and owned all design documentation, presenting concise guidance for all departments.
  - Designed and championed level design and player metrics, and basic blockouts for core town and procedurally generated components.
  - Designed and prototyped systems and mechanics for control, camera, combat, economy, exploration and crafting.

- ***Thrive : Heavy Lies the Crown - Lead Game Designer*** *(PC, Shipped 2024)*
  - Oversaw design and implementation of UX/UI from flow diagrams to completed assets.
  - Designed, owned and implemented all UI asset art, icons and logos.
  - Authored and owned design, pitch, systems and mechanics documents.
  - Owned and implemented complex City Builder mechanics for economy, trade, warfare, fires, revolts, etc.
  - Oversaw FTUE design and implementation from concept to completion.
  - Defined and designed our philosophies and best practices for PVP and PVE combat.
  - Provided clear direction, guidance and feedback to designers and developers.

Arbelos Interactive, Game/Level Designer   2021-2022

- ***Stemuli - Game / Level Designer, UX/UI Designer*** *(Cancelled)*
  - Designed levels through all stages including blockouts, interactive elements, scripting, cameras and lighting, with a focus on sandbox gameplay, interactive elements and the 3Cs.
  - Consultant for UX/UI Design; gave expert opinion and design input to provide a seamless experience between the Web App and Game for students and educators.
  - Responsible for flow, design and implementation of game UX/UI
  - Designed game mechanics and systems.
  - Prototyping of gameplay features.
  - Author and maintain detailed, concise documentation for game systems, mechanics, levels, etc.

- ***VizPlay - Game Designer*** *(Prototype)*
  - Design and prototype games, systems and mechanics for an AR console, using only hand-based controls (such as a racing, shooting, and puzzle game.)
  - Created a tabletop roleplaying prototype to display a map on a physical space, and track miniatures on a gameboard.
  - Developed companion app for Android and iOS to bridge AR console with mobile technology.

Novaquark, Level Designer   2020-2021

- ***Dual Universe - Level Designer*** *(PC, Shipped 2021)*
  - Using in-house development tools, created voxel-based player hubs, megastructure dungeons, spacecraft and instanced regions for Massively Multiplayer spaces.
  - Designed and scripted FTUE for crafting, mining and economy gameplay systems via lua.
  - Prototyped gameplay puzzles, features and scenarios and owned and maintained their documentation..
  - Created art assets for UI elements, maps, interactive in-game web pages and advertisements.
  - Used HTML and CSS to create interactive in-game web pages, databanks, economic displays and billboards.
  - Worked collaboratively with the design team to create engaging missions suitable for hundreds of simultaneous players.

Powerlevel Studios, Level Designer   2019

- ***Soul Reaper - Level Designer*** *(PC, Shipped 2021)*

EDUCATION

Sheridan College
- **Game Level Design** (Post Graduate) - Honors
                                                            Graduated 2019

Herzing College
- **Web Design** - Honors. Dean's List Award.
                                                            Graduated 2003