

CHRISTOPHER PERRY

Gameplay and Level Designer

Email: Perrychristopher27@gmail.com

Phone: 954-816-1672

Portfolio: <https://perrychristopher27.wixsite.com/perry-portfolio>

SKILLS

- Level Design
- Technical Design
- Programming

TOOLS

- Unity
- Unreal Engine
- Autodesk Maya
- Adobe Photoshop
- C++, C#, and JavaScript

EXPERIENCE

JANUARY 2019 – PRESENT

K.O.U.

LEAD LEVEL DESIGNER, TRENCH SQUAD GAMES

I was tasked with being one of the lead Level Designers where I was in charge of creating various levels and environments for KnockOut University. I was responsible for designing the fight and trap interactions, level transitions, and contributed to the design of characters, enemies, combo trees, and environmental assets.

AUGUST 2018 – DECEMBER 2018

ONCE A STRAY

LEAD LEVEL DESIGNER, FIRE FIGHTER GAMES

In charge of creating various levels and environments. Responsible for enemy and asset placement, player progression, and mapping out gameplay objectives. Published and out now on Steam.

MAY 2018 – JUNE 2018

SHADOW STEP

DESIGN LEAD, STUDIO 19

In charge of delegating tasks to the members of the design department and generating pipelines and style guides for team members. Overseen the design of characters, AI behaviors, main mechanics and environments.

EDUCATION

UNIVERSITY OF CENTRAL FLORIDA

BACHELOR'S DEGREE IN DIGITAL MEDIA – GAME DESIGN