CHRISTOPHER PERRY
Gameplay and Technical Designer

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

SKILLS

- Level Design
- Programming
- UI Design
- Music Design

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.

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 OF ARTS: DIGITAL MEDIA – GAME DESIGN   *2014-2019*