Christopher Snow

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SKILLS & PROFICIENCIES:

- Level Design
- Maya/Probuilder/BSP
- Visual Scripting
- Encounter Design
- System Design

- Puzzle Design
- Combat Design
- Unreal 4
- Unity 2D/3D
- Detailed Documentation
- Perforce/Plastic
- JIRA/Trello/HacknPlan
- Adobe/Office Suite
- Art Asset Integration
- Video Editing

EXPERIENCE:

Naraven Games: Level Designer on Backfirewall

Aug.2020-Present

- Creating narrative, puzzle-focused 2D concepts, and 3D environments through an iterative and collaborative process
- Designing and scripting gameplay and narrative moments
- Communicating with multiple branches to create and implement new mechanics and systems
- Writing and updating effective documentation

Steamroller Studios: Level Designer on Lathe and Roguard: The Forgotten Curse

Aug.2018-Jun.2019

- Creating open, exploration-focused 2D concepts and 3D environments through an iterative and collaborative process
- Component and tool based scripting
- Designing and balancing encounters, mechanics, and systems
- Writing and updating effective documentation

Continuum Studios: Game Designer

Jun.2017-Aug.2018

- Creating engaging and systems and intuitive controls for a new mobile title
- Designing and implementing cohesive and fun levels through iteration
- Balancing systems and levels
- Effectively directing and guiding programmers and artists to achieve a cohesive and fun experience
- Writing and updating effective documentation

Super Suite Studios: Game Designer on Tiny Toyfare

Jan.2017-May.2017

- Scripting, testing, and balancing encounters and gameplay
- Designing, white-boxing, and populating levels
- Designed and documented multiple core mechanics
- Writing and updating effective documentation

EDUCATION: CG Master Academy

April 2020

Level Design for Games

University of Central Florida

May 2017

Bachelors of Arts: Digital Media, Specialization: Game Design

HONORS: Eagle Scout

LEAD Scholar

Florida Bright Futures Recipient

UCF Pegasus Bronze Scholarship Recipient