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| **Chris Fisk** |
| **Game Designer** • **E-mail:** chrisfisk@resvrgam.com • **Phone:** (603) 998-9520 |

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| **Profile** | **Game Designer** experience creating and implementing game concepts fromidea to launch**Passion** for transforming creative ideas into fun and engaging end products**----------------------------------------------------------------** |
| **Skills** | AcrobatPhotoshopIllustrator | InDesignPremiereFinal Cut Pro | 3DS MAXConfluenceMS Office | HammerQ3RadiantAlienbrain | After EffectsSound ForgePoser |
| **Work History** | **----------------------------------------------------------------****Aeria Games & Entertainment**Sr. Game Designer August 2013 - March 2014*Project: Unannounced/Licensed Mobile Card Battle Game (iOS/Android)** Created wireframes and flow diagrams for all UI/UX systems within the game
* Created mock-ups of user-interface “proofs of concept”
* Spearheaded the initiative to consolidate and organize game design

documents into a centralized wiki for multi-department use* Directed the narrative team and provided written treatments of various scripts

and story outlines based on the publisher’s established IP* Provided assistance for art team where needed (utilizing my graphic design

skills for layout, iconography and 2D art) |
|  | **Trion Worlds**Game Designer February 2011 - July 2013*Project: Defiance (Xbox 360, Playstation 3, & PC)** Created wireframes and flow diagrams for various UI/UX systems.
* Designed and implemented dynamic, open world content (including “Arkfalls”)
* Created and prototyped multiple outfit-based content systems
* Created and prototyped staged progression encounter scenarios in open

world points of interest* Created and maintained an internal glossary of lore terms to meet the

increasing demands of organization for cross-studio coordination between theSyfy Channel & Trion Worlds* Populated multiple combat encounter/scenarios in open world locales
* Designed and implemented an internal Wiki format reorganization using

Confluence |
|  | **Red 5 Studios**Associate Game Designer September 2007 – January 2010*Project: Firefall (PC)** *Conceived and collaborated in the creation of game systems consisting of:*
	+ *multi-class combat mechanics/balance*
	+ *mission design using proprietary editors*
	+ *user-interface creation for social systems and HUD design*
* Constructed play-spaces and implemented encounters using proprietary

*terrain and encounter tools** *Crafted various placeholder assets for rapid iteration*
* *Created artistic diagrams and informational media for inter-department*

*coordination as well as designed and presented visually engaging PowerPoint**presentations for corporate and developer meetings* |