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| **Chris Fisk** |
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| **Profile** | **Game Designer** experience creating and implementing game concepts from  idea to launch  **Passion** for transforming creative ideas into fun and engaging end products  **----------------------------------------------------------------** | | | | |
| **Skills** | Acrobat  Photoshop  Illustrator | InDesign  Premiere  Final Cut Pro | 3DS MAX  Confluence  MS Office | Hammer  Q3Radiant  Alienbrain | After Effects  Sound Forge  Poser |
| **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 the  Syfy 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* | | | | |