

Chris Fisk

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

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	InDesign	3DS MAX	Hammer	After Effects
Photoshop	Premiere	Confluence	Q3Radiant	Sound Forge
Illustrator	Final Cut Pro	MS Office	Alienbrain	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 (PC, Xbox 360, & Playstation 3)

- 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

References Available Upon Request