

Christopher Johnson  
Home: (518) 696-4699  
Cell: (518) 365-1124  
christopher.johnson.cc@gmail.com  
chrisejohnson.com  
Address: 4031 S. Shore Rd.  
Hadley, NY 12835

### **Qualifications Profile**

Dependable Game Designer with recent experience developing electronic games in both an individual and team-focused environment. Design decisions informed by supplemental knowledge of programming and art processes. Comfortable working in Scrum development process and other deadline-driven environments. Proficient in rapid system/mechanic prototyping and conveyance of complex systems through design documentation.

### **Software Experience**

- Adobe Creative Suite
- Unity Engine
- C++ Language
- AS3 Language
- Autodesk Maya
- Unreal Engine 4
- C# Language
- Microsoft XNA

### **Working Experience**

Game Designer, Minority Media, Inc. (paid intern) - "Time Machine VR"  
January 2015 - July 2015

- Succeeded within a fast-paced, deadline-oriented work environment
- Rapidly prototyped and evaluated game systems & mechanics
- Designed mechanics to meaningfully integrate Oculus VR technology into gameplay

QA Tester, Vicarious Visions, Inc. - "Crash Bandicoot N. Sane Trilogy"  
February 2017 - Present

- Collaborated with development team to iteratively identify and resolve technical issues
- Strategically prioritized tasks to maximize efficiency and meet project milestones
- Worked cooperatively within a large and diverse team to create a polished AAA title

### **Education**

Champlain College, Burlington, VT  
Sept 2012 - May 2016

- Bachelor of Science in Game Design, Minor in Game Programming
- GPA: 3.72 (Magna Cum Laude)
- Studied abroad in Montreal during spring 2015 semester to gain industry experience

SUNY Adirondack, Queensbury, NY  
Sept 2011 - May 2012

- Substituted senior year of highschool with two full-time semesters of study at college
- Completed elective courses in C++ Programming, Digital Art, Web Development, History
- Worked alongside older, college-level students in a mature work environment

### **Related Merits**

- Eagle Scout in Boy Scouts of America with 80 hours of work on community service project
- Champlain College Trustee Scholarship

### **Interests**

- Military History
- Technological History
- Wilderness Survival

### **Favorite Games**

- Metroid Prime
- Hotline Miami
- Bioshock
- Team Fortress 2