Chris Durel

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Skills Summary

Game Development	Engines and Software	Languages
◆ Game & System Design ◆ Combat Design ◆ Gameplay Scripting ◆ Rapid Prototyping	◆ Engines: Unreal, Unity, HeroEngine, ◆ Tools: Photoshop, VS, MS Office, Perforce, Hansoft, Jira	◆ Programming: C#, C++, Java ◆ Scripting: LUA, Python, Ruby ◆ Other: SQL, ActionScript

Game Development Experience

BIOWARE – Austin, TX
Gameplay Designer – March 2017 – Present – Star Wars: The Old Republic
- Ownership of combat systems, character progression, and player abilities
- Designing and implementing character class and combat system features through skills, abilities, itemization and gearing
- Balancing and refining combat, classes, and character progression for a live game
- Planning, designing, and scripting maps and rewards systems for PvP

WHAT PUMPKIN, LLC – Austin, TX
Game Designer (Contract) – July 2016 – February 2017 – Hiveswap
- Planned, designed, and developed levels within Unity.
- Designed and implemented inventory, interaction, and menu systems.

KINGDOM GAMES – Austin, TX
Game Designer – October 2014 – February 2016 – Five: Guardians of David
- Developed and presented game design documents for numerous gameplay systems including abilities, AI, character progression, and combat flow for a single-player Action-RPG.
- Designed and implemented enemy AI and combat abilities using toolkits and visual scripting systems in Unity.
- Designed and implemented enemy encounters within levels.
- Balanced and refined combat systems, mechanics, and flow.

MINICORE STUDIOS, LLC – Austin, TX
Game Designer/Developer– June 2013 – October 2014 – The Sun at Night and Unreleased Project
- Involved in the design, documentation, and implementation of numerous game systems including weapons, skills, quests and navigation.
- Designed and implemented quests, dialogue, and enemy encounters within game levels.
- Developed new tools and features for the game engine to aid in level building and scripting.

JOGONAUT, LLC. – Deerfield Beach, FL
Game Designer – February 2012 – November 2012 – OJO Agent
- Designed, presented, and specified new gameplay mechanics and features for a live online game.
- Designed and prototyped a competitive head-to-head mode to be integrated as part of the core gameplay loop.
- Refined and balanced gameplay systems based on feedback and data collected from users.

Education

FLORIDA INTERACTIVE ENTERTAINMENT ACADEMY, UCF – Orlando, FL
M.S. in Interactive Entertainment, August 2010 – December 2011
FLORIDA INSTITUTE OF TECHNOLOGY – Melbourne, FL
B.S. in Computer Science, August 2006 – May 2010