



CHRISTOPHER DALTON

LEVEL DESIGNER

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ACADEMIC EXPERIENCE

Level / UX Designer

Office Chair Racing (Team of 7)

A 3-D couch co-op racing party game designed in the Unreal Engine

- Designing an effective User Experience for a multi-user game
- Creating and tailoring different maps and game modes to be fun in a multiplayer setting
- Collaborating with a smaller team to accomplish a shared vision of our game

Level / Encounter Designer

Homeland: Lay to Rest (Team of 16)

A 3-D action adventure game designed in the Unreal Engine for PC

- Collaborated with a large team to make sure the overall experience of the game lived up to our vision
- Created interesting levels with goals to teach, direct, and engage the players
- Created standardized rooms for use and understanding of the team, then taking the standout elements of each to construct basic block outs of each level, and finally added polish after testing and iteration

Creative Director and Level Designer

Surge (Team of 10)

A fast paced 2D runner game made in a custom engine for PC

- Led a team of different disciplines to come together and work on a collective vision for the game
- Created and researched different design pillars for the game, and guided the team throughout the process of construction to stick to them
- Designed engaging levels for the game that both fit the style and helped the game stay within our vision by utilizing rapid prototyping in various mediums, and testing each to make sure they felt good in the game

PROFESSIONAL EXPERIENCE

Escape Room Game Master / Flee Escape Rooms - Redmond, WA 03/2018 – 12/2019

- Developed a deep understanding for what draws players attentions to different areas of each room
- Guided players through the rooms utilizing context clues and landmarks that they have seen
- Worked as part of a team to adjust the area of each room to enhance the overall experience of each area

EDUCATION

Bachelor of Arts in Game Design
DigiPen Institute of Technology - Redmond, WA

09/2020 – Current **SKILLS**

Design

- Level Design White Boxing
- Dynamic Encounter Building
- Player Guidance
- Tutorialization
- Team communication
- Level Documentation / Planning
- Creating Engaging Focal Points
- Player Understanding
- Rapid Playtesting/Iteration

Tools

- Unreal Engine 4
- Unity Engine
- Maya
- Blender
- Visual Studios

Technical Languages

- C#
- Visual Scripting / Blueprints

Expected 04/2021