



CHRISTOPHER DALTON

GAME DESIGNER

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ACADEMIC EXPERIENCE

Level / UX Designer

09/2020 – 04/2021

Office Chair Racing (Team of 7)

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

- Designed an effective User Experience for a multiplayer game to be easily readable for multiple players using the Canvas system within Unreal Engine
- Created and tailored more than 8 maps and 4 game modes using extensive user testing to appeal to our audience
- Worked on maps to be used and integrated seamlessly with other maps in a randomized fashion to enhance our Racing game mode and make longer levels

Level / Encounter Designer

09/2019 – 04/2020

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 of multiple disciplines to create a unique game that fit our vision
- Created interesting levels with goals to teach, direct, and engage the players utilizing focal points and scaling difficulty within encounters
- Created standardized rooms for use and understanding of the team, then taking the standout elements of each to build upon and add polish to the levels

Creative Director and Level Designer

09/2018 – 04/2019

Surge (Team of 10)

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

- Led a team of different disciplines to collaboratively create a game fitting our vision by focusing on skills and techniques each team member excelled at
- Created and researched unique design pillars for the game that fit the genre and style we were going for
- Designed engaging levels for the game using our custom engine and rapidly iterated upon them based upon user feedback to polish and enhance them

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

04/2021

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 and 5
- Unity Engine
- Zbrush
- Photoshop
- Maya
- Blender
- Visual Studios

Technical Languages

- C#
- Visual Scripting / Blueprints