

# Christopher Snow

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## SKILLS & PROFICIENCIES:

- Level Design
- Maya/Probuilder/BSP
- Visual Scripting
- Unreal 4
- Unity 2D/3D
- System Design
- Combat Design
- Encounter Design
- Narrative Design
- Detailed Documentation
- Perforce/Plastic
- JIRA/Trello/HacknPlan
- Adobe/Office Suite
- Art Asset Integration
- Video Editing

## EXPERIENCE:

### Zynga/Boss Alien: Associate Level Designer on *Star Wars: Hunters*

Feb.2022-Mar.2023

- Creating carefully crafted, heavily iterated, and complex multiplayer maps for a 3rd-Person Arena Shooter
- Balancing maps to facilitate both Ranged and Melee gameplay with unique and varied character abilities.
- Organizing, facilitating, and analyzing frequent playtests to obtain useful feedback to inform map iteration
- Updating older maps to closer align with improved workflows and design practices
- Effectively communicating with multiple branches with an international team

### Naraven Games: Level Designer on *Backfirewall*

Aug.2020-June.2021

- Creating highly detailed, narrative-focused, 2D concepts, and 3D environments through an iterative and collaborative process for a 1st-Person Adventure Puzzle Game
- Designing and scripting gameplay and narrative moments
- Communicating with an international team to create and implement new mechanics and systems
- Writing and updating effective documentation

### Steamroller Studios: Level Designer on *Lathe and Roguard: The Forgotten Curse*

Aug.2018-Jun.2019

- Creating open, exploration-focused 2D concepts and 3D environments through an iterative and collaborative process for a Twin-Stick Tower Defense Adventure game
- Component and tool based scripting
- Designing and balancing encounters, mechanics, and systems
- Writing and updating effective documentation

### Continuum Studios: Game Designer on *Chromagic*

Jun.2017-Aug.2018

- Creating engaging and systems and intuitive controls for a new mobile 2D Puzzle/Platformer
- Designing and implementing cohesive and fun levels through iteration
- Balancing systems and levels
- Effectively directing and guiding programmers and artists to achieve a cohesive and fun experience
- Writing and updating effective documentation

## EDUCATION:

*CG Master Academy*

April 2020

*Level Design for Games*

**University of Central Florida**

May 2017

*Bachelors of Arts: Digital Media, Specialization: Game Design*

## HONORS:

Eagle Scout

LEAD Scholar

Florida Bright Futures Recipient

UCF Pegasus Bronze Scholarship Recipient