

# CHRISTOPHER CASE

## LEVEL ARCHITECTURE AND DESIGN

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### TOOLS

Photoshop – FCP/Premiere Pro – Source SDK – UDK –  
Maya – 3ds Max – 3D Unity – Zbrush – Unreal 4

### SKILLS

Experience and enjoyment in working closely with design team  
Thinking logically to solve complex design problems  
Willing and able to learn new techniques and software to meet needs  
Capable of receiving and incorporating client feedback into design

### INDUSTRY EXPERIENCE

#### Hellborne – Student Team Production 2013-2014

- Managed and directed QA tests and builds
- Designed and developed multi-tier, instanced level for gameplay
- Coordinated with multiple designers to create fun and engaging world

#### Decompression – Student Team Production 2013

- Creator of original board game
- Designed and pitched prototype
- Oversaw all creative aspects
- Managed team members and lead discussions on style and game design

#### Source Engine Multiplayer Maps – Personal Project 2009-2011

- Architected and designed multiple levels for Team Fortress 2
- Rapidly developed and iterated whiteboxes for gameplay tests
- Maintained overall style in art-pass

### EMPLOYMENT HISTORY

#### Store Supervisor at Starbucks Coffee Company – 2010-Present

- QASA Lead: Auditing store cleanliness and safety
- Training new hires and supervisors
- Working closely with management to set and achieve store goals

#### Receiving/Shipping Office of Arctic Circle Enterprises - 2010

- Self-motivated work with tight deadlines and adjusting orders
- Worked cooperatively in frequently changing environment
- Quickly learned new tools and trained new hires on operation

#### Head Sound Technician of St. John UMC – 2004-2010

- Promoted after several years of dedicated volunteer work
- Worked for scheduled and emergency on-call jobs
- Recruited and trained new sound technicians

### VOLUNTEER/OTHER HISTORY

#### Service Trip to Cameron, Africa - 2010

#### Event Manager for UMC Northwest Conference - 2009

#### Assistant Script Supervisor on Student Films – 2008-2009

#### Film Editor on Student Films/Documentaries – 2007-2009

### EDUCATION

#### Bachelor of Fine Arts Degree in Game Art and Design

The Art Institute of Portland - 2014