

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

Experis Portland – Test Associate - August 2014 - Present

Shipped Title – Halo: The Master Chief Collection

Worked with team to investigate, log, and complete tasks assigned by production

Assisted with daily reporting on statistical information and critical issues

Commended for team communication and high quality bug logging

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 - 2010-2014

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