Christopher Mckend

Level Designer

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chrismckenddesign.com

Education

Jan 2012 – Jan 2013 – Inter-Dec College: Video Game Design
May 2012 – Feb 2013 – WICC: Entrepreneurship & Entrepreneurial Studies

Work Experience

Gibby's Restaurant
298 Place d'Youville
Montreal, QC H2Y 2B6
(514) 282-1837
Dishwasher
May 2012 - Present

Software

- Autodesk 3DS Max
- Mudbox
- Adobe Photoshop
- Unreal Development Kit
- RPG Maker 2003
- RPG Maker VX Ace
- Google Sketchup

Skills

- BSP block-out, detail geometry, and prop placement
- Level Optimization
  - Texture and model memory reduction
- Gameplay Scripting:
  - Visual-Based
- Static Prop Creation
- Level and player flow planning
- Mission Design
  - Timing/Pacing
  - Mini-Games
  - Action
- AI Path Design
- 3D Modeling
- Cinematic
  - Camera Flow & Implementation
- Lighting

- Sound Editing

Contact

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