CHRISTIAN DAVENPORT

GAME DESIGNER

CONTACT

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SKILLS

Personal

- Efficient in problem-solving
- Resourceful and proactive
- Reliable and dependable

Technical

- Unreal Engine
- Perforce

Professional

- Jira/Trello
- Confluence
- Microsoft Word / Excel / PowerPoint
- Gimp (Photoshop Alternative)
- Blender

PROFESSIONAL SUMMARY

Passionate about creating innovative and engaging gameplay, I am a Full Sail University graduate with a Bachelor's degree in Game Design. I thrive on transforming creative ideas into compelling game experiences. Equipped with hands-on experience from academic projects, I have demonstrated proficiency in concept development, systems design, and gameplay mechanics using Unreal Engine. Skilled in Blueprint Visual Scripting and version control software such as Perforce, I continuously learn and adapt to ensure every project is both unique and impactful. Eager to apply my skills in the industry.

PROJECTS

Hellbound Heroes FEB. 2024 - MAY. 2024
Team Lead - Gameplay Designer

- Used Unreal Engine to create a fully playable gameplay experience consisting of multiple mechanics and levels for players to experience.
- Lead, mentored, and managed 4 member team to ensure that we were able to produce a quality and complete game experience.
- Personally created the weapons system, music system, bosses, enemies, leveling, stats, ammo, and enemy AI present within the game.

Fairground Prize Pursuit Solo Project JAN. 2024
Mechanics and Level Designer

- Designed and developed a small, focused fairgrounds themed level, that has one starting point, one end point, and 3 different paths to get from the starting point to the end point.
- Created three interactive mini games, each with their own mechanics for players to experience.
- Gathered and analyzed playtesting data to refine the experience.

Top-Down Shooter (Unnamed) Nov. 2023
Team Lead - Gameplay Designer

- Created a top-down shooter game with multiple waves, various bosses, and an experience and leveling system.
- Created the experience system and implemented the different stats that players can level as well as the ability to swap to a car to traverse the map quicker.
- Implemented player feedback such as sounds and particle effects.

EDUCATION

Full Sail University Winter Park, FL

Bachelor of Science: Game Design | Sep. 2022 - June. 2024

- **Coursework Included:** Creating and using Unreal Engine projects to prototype, playtest, reiterate, and develop games and levels. Created in-depth documentation in confluence and tracked tasks in Jira. Worked on many collaborative UE5 projects using Perforce.