

Christopher Hans Enderle

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Game Designer

- Over 8 years' experience designing and developing games for a wide variety of platforms and audiences.
- Developed games from concept to release, working with artists, programmers, designers and management to create the most compelling experience for our target audience.
- Comfortable driving projects of various sizes, having worked with teams from 5 to 50 and beyond including collaborating with outsourced studios and contracted talent.
- Eager to collaborate, share, and take on board suggestions, advice, and critique and to make sure that everyone feels safe having a voice in the creative process and to drive forward the best ideas.
- Well versed in the creation of premium and F2P products, always keeping abreast of the latest trends and developments with competing products, platform hardware, and storefronts.

Employment History

Designer - **pixelStorm Entertainment Studios Inc.**; Edmonton, AB, Canada 7/10 – 12/15

Wore many hats in a small team environment, happily taking on new responsibilities to allow the team more flexibility. Initially, primarily focused on story, walkthrough, and interactions developing hidden object games. Later transitioning to more general game development, building off of initial concepts to develop systems, features, gameplay, audio, and art direction. Quickly picked up new game engines and languages to keep production moving in a timely manner.

Accomplishments:

- Developed iOS and Android games from prototype to release learning and using Unity (C#) and Game Maker and also integrated third party plugins to support advertising, in-app purchases, and analytics.
- Created systems and content encompassing story, dialog, puzzles, minigames, features, marketing, and general gameplay to help our Hidden Object games stand out and garner rave reviews.
- Researched productivity software and introduced our small, 4 person team, to Asana, which is still in use, to better coordinate and track development.
- Worked with outsourced third party studios by reviewing, consulting, contributing to, and generally overseeing progress on game design documentation including walkthroughs and asset lists, helping projects move quickly and efficiently through pre-production to production.
- Scripted and created placeholder assets for full whiteboxes of walkthroughs using our proprietary game engine, to test design ideas and game flow before committing art resources.

Designer - **Sensory Sweep Studios**; West Valley City, UT, USA 5/07 - 3/09

Worked with teams of various sizes in a Scrum style development environment. Joined projects at various stages of completion. Helped to refocus and reorient faltering projects midway through production, keeping on schedule to meet publisher milestones. As a core team member, laid the groundwork for game content and design for projects in pre-production.

Accomplishments:

- Joined the team midway through development of the "My (French/Spanish) Coach" games and took over departing designer's duties and responsibilities in minigame design, player progression, and documentation, helping establish a strong foundation on which we could build on for the sequel "My (Chinese/Japanese) Coach" games.

- Prototyped and worked with programming lead and art lead to create interesting, helpful, and encouraging stat tracking and tutorial processes to address last minute publisher requests.
- Directed artists and programmers in the creation and implementation of front end UI, in-game world maps, quest system, levels, map tools, and DS/Wii specific systems and minigames for Eagle Summoner.
- Established, documented, and conveyed best practices to design team for design of Eagle Summoner levels, resulting in the successful submission and review of hundreds of quality levels.
- Worked with my lead designer on the Vacation Isle RFP, securing the initial contract for our company and seeing the inclusion of the Hula Dancing and Fire Dancing minigames.

Education

The Illinois Institute of Art-Chicago; Chicago, IL, USA 1/04 - 3/06
 B.F.A. With Honors in Game Art and Design
 Related Coursework: Scriptwriting & Storytelling, Programming for the Artist, Game Prototyping

University of North Carolina Asheville; Asheville, NC, USA 8/02 - 12/03 & 1/07 - 4/07
 Dean's List Fall 2003, Related Coursework: Creative Writing, General Psychology

Skills

- Passionate about games of all genres, having worked on many and studied them all, especially those making up the most successful and engaging mobile and social games
- Extensively experienced in various aspects of design including writing (GDD's, pitches, brainstorm, tutorials, dialog, marketing), system design, event scripting, level design, controls, UI, analytics, and monetization
- Coding, scripting, and implementation of game in engines such as Unity (C#), GameMaker: Studio, UnrealEd 2/3, DreamFuel, Gamebryo (The Elder Scrolls Construction Set), and Aurora
- Setting development schedule with artists, programmers, and designers and scope to a budget
- Proficient with Microsoft Office, including Word, PowerPoint, Visio, and Excel
- Asset creation for prototypes in Maya, 3ds max, Zbrush, Blender and Photoshop
- Storyboarding and video production for trailers and marketing in video editors such as After Effects
- Source control with Tortoise SVN and Subversion
- Hold a full driving license
- Dual German/American citizen holding a German and American passport, Canadian permanent resident
- Fluent in German and English

Shipped Titles

- Blocky Kong (iOS/Android) (Lead Designer/Developer)
- Don't Zap The Birds (iOS) (Lead Designer/Developer)
- Luna Bears: Valentine's Fun (iOS) (Designer)
- Super Skyland (iOS) (Designer)
- Mystery Legends: Beauty and the Beast (PC/Mac/iOS) (Designer)
- Mystery Legends: Phantom of the Opera (PC/Mac/iOS) (Designer)
- My Spanish/French/Chinese/Japanese Coach (DS) (Designer)
- The Bigs 2 (DS) (Designer)
- Toy Story 3 (Wii) (Tester)

Available for relocation.

References available upon request.