

Christopher Hans Enderle

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Dear Employer,

I am a designer with three years industry experience. I have directly worked as a designer on five published games (My Spanish/French/Japanese/Chinese Coach and The Bigs 2 (DS)) and several unpublished games for the DS and Wii. I also worked in QA on Toy Story 3. My writings have been featured on Gamasutra. I graduated with honors from The Illinois Institute of Art in Chicago with a Bachelors of Fine Art degree in Game Art and Design. I am seeking employment in a game design position.

My experience and education has allowed me to focus my skills on quickly brainstorming, testing, and iterating through effective design concepts. I have worked in many areas of design including writing (pitches, GDD's, story, NPC flavor text, back of box/marketing materials), UI, controls, level design (2D puzzle designs, fully 3D areas), and event scripting (Unreal 2/3, DreamFuel). By also having a competent level of art experience I can easily draft basic sketches and diagrams, producing clear and accurate examples of complex ideas. I have worked with a variety of asset creation programs (Maya/Photoshop) and game engines (Unreal). Having worked in the industry, I know how to maintain and hold a concise schedule and work closely with fellow designers, artists, programmers, and QA to create solid and efficient pipelines that lay a strong groundwork to avoid bottlenecks for quick implementation of concepts that support the game's vision within the scope of the given time and budget. With every one of my projects I have employed all my abilities and continue to push them further.

I have a strong belief that through games, through interactive experiences, we as game developers can strongly move people and evoke emotions and feelings in ways no other medium can. My passion is bringing ideas into reality, and I do so with the clarity and competence required when working with a team. I am constantly working to improve my own skills and learn from those around me. The design challenge of drawing people in and keeping them having fun is a personal pleasure. I'm driven to meet every challenge head on, provide constructive feedback and use any criticism to improve my own work and help the project. Perhaps most importantly, I always keep up a positive, polite, and professional attitude, as I have on past projects, to see my project's successful release.

I look forward to further correspondence to set up an interview. I can be reached by email at ch.enderle@gmail.com or by phone at #828-280-2803. Demo's available upon request.

Sincerely,

Christopher Enderle