

Christopher Hans Enderle

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Dear Sir/Madam,

I am a designer with over eight years industry experience. I have worked as a designer on eleven published games. I'm passionate about game design and 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.

While working at Sensory Sweep, and especially pixelStorm, I developed games throughout their full production cycle, starting from simple concepts and brainstorming sessions to fully realized commercial products. I have often worn many hats in the course of development. I've always worked closely across disciplines since the first "My Coach" game at Sensory Sweep, where I worked with artists and programmers in the creation and implementation of stat tracking, and with programmers in working on an Excel driven solution to managing issues with audio files, such mismatches between recorded and written dictionary entries. I believe in the iterative and quick prototype approach to creating games in order to find the fun, identify issues, and address the problems and I've done this by coordinating and meeting between disciplines. I know the importance of coordinating and meeting between disciplines to get everyone on board in executing on a clearly defined vision and establishing key features. While working at Sensory Sweep and pixelStorm (especially with outsourced studios), I personally oversaw the creation and maintenance of design documentation and made sure it was readable to team members of all disciplines. In my experience, laying a strong groundwork in pre-production is key to being able to quickly adapt to challenges met in development to keep the project within scope and schedule with its vision and fun intact.

I have a strong belief that through games we can push the boundaries of interactive experiences to reach and engage audiences 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 or self directed. I am constantly working to share my knowledge, 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.

I look forward to further correspondence to set up an interview. I can be reached by email at ch.enderle@gmail.com, by phone at 1-828-280-2803 or 1-587-409-2215, or Skype at christopher.enderle.

Sincerely,

Christopher Enderle