

Christopher Hans Enderle

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Employment History

- Designer - **pixelStorm Entertainment Studios Inc.**; Edmonton, AB 7/10 – 12/15
- Developed iOS and Android games from prototype to release using C# Unity 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.
 - 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.
 - Researched productivity software and introduced our small, 4 person team, to Asana, which is still in use, to better coordinate and track development.
 - 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 5/07 - 3/09
- 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.

Education

- The Illinois Institute of Art-Chicago**; Chicago, IL 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 8/02 - 12/03 & 1/07 - 4/07
Dean's List Fall 2003, Related Coursework: Creative Writing, General Psychology
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Skills

- Extensively experienced in various aspects of design including writing (GDD's, pitches, brainstorm, tutorials, dialog), system design, core loops, gameplay, event scripting, level design, controls, and UI
- 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
- Coding, scripting, and implementation of game in game engines such as Unity (C#), GameMaker: Studio, UnrealEd 3, DreamFuel (Sensory Sweep's proprietary engine), Gamebryo (The Elder Scrolls Construction Set), and Aurora
- Fluent in English and German

Shipped Titles

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