

# CHRIS MCCRIMMONS – DESIGNER | SCRIPTER

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## SKILLS & ABILITIES

### DESIGN

- Scripting Gameplay Challenges & AI
- Integrating Cinematic Events and Gameplay
- Gameplay/Combat Encounter Design, Environmental Challenges, Overall Mission Flow/Pacing
- Layout Design, BSP Construction, Static Mesh Placement, Blockout, Texturing, Lighting
- Performance Optimization for Console & Mobile
- Environmental Storytelling as Information/Story Source
- Thorough, High-Quality Documentation
- Deconstruction of Goals/Tasks for Deliverables Planning
- Scrum & Agile Development Methodologies

### TOOLS

#### ENGINES & EDITORS:

Unity 4 & 5, Unreal Engine 3 & 4, Hammer, G.E.C.K, TorqueX Builder

#### LANGUAGES:

C#, Javascript, Lua, Java

#### SOFTWARE:

Photoshop, 3D Studio Max, JIRA, Perforce, Subversion, Audacity, InDesign, and Office

## EXPERIENCE

SOUTHERN METHODIST UNIVERSITY GUILDHALL, PLANO, TX

JAN 2015 – CURRENT

### ADJUNCT LECTURER

- Develop and implement courses for graduate level game development students pursuing specializations in Art Creation, Level Design, Production, and Software Development
- Thesis Graduate Committee Level Design Representative
- Classes Taught: Game Studies I, II, & III; Master's Thesis I; & Team Game Production I

### ADULT LITERACY X-PRIZE PROJECT: GAME DESIGNER

- Developing mobile and web game to teach low-level literacy skills to illiterate adults
- Develop and implement game ideas grounded in pedagogically sound educational practices

### PRODUCER

- Lead publishing team to port and release a student game project on the PlayStation Network
- Serve as executive producer for 3 student games using Unity and developed for Android tablets
- Unify SMU Guildhall presence on YouTube via video curation, playlist integration, & content management

### ACADEMY DIRECTOR

- Wrote and edited C# gameplay, UX/UI, & game management scripts for 2D games in Unity
- Designed and implemented curriculum for two 2-week game development camps for teens
- Hired and managed teaching assistant staff

### MY CHOICE, MY VOICE VR SIM: PRODUCER & SCRIPTER

- Led completion of 3D VR simulation experience in Unity for the Oculus Rift
- Implemented functionality for "puppeteer" driven animation system using in-engine blending

### INUA: LEVEL DESIGNER & SCRIPTER (CONTRACT)

- Designed and scripted gameplay for a first-person, environmental/elemental puzzle game using Unreal 4
- Provided guidance to a team of 12 interdisciplinary student developers

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GAMEPLAY SCRIPTER/ENGINEER & TEACHING ASSISTANT

JUN 2013 – SEP 2013

- Implemented core gameplay systems and mechanics into a custom, lua-based 2D engine (GuildEd)
- Facilitated a two-week game development camp for teenagers using GuildEd

DESIGNER | PRODUCER | FX ARTIST (STUDENT)

AUG 2009 – DEC 2010

- Developed and released 2011 Indie Game Challenge Winner *Inertia!* On Xbox 360 Indie Games
- Led development of three increasingly complex student team game projects, including a 2D platformer using the Torque engine, 3D boss battle in Unreal Development Kit, and 2.5D rhythm platformer in UDK

CLUNE CREW GAMES, DALLAS, TX

OCT 2014 – NOV 2014

*UNANNOUNCED FIRST PERSON PUZZLE PROJECT: LEVEL DESIGNER & SCRIPTER (CONTRACT)*

- Scripted puzzle gameplay interactions for UDK update of a classic point & click adventure title
- Integrated new gametypes, player, and kismet-driven HUD system to allow quick designer development
- Created new particle and fluid driven effects systems to add character to environments

TIMEGATE STUDIOS, HOUSTON, TX

JAN 2011 – NOV 2012

*UNANNOUNCED MULTIPLAYER CONSOLE SHOOTER: LEVEL DESIGNER*

- Developed, blocked out, and scripted demonstration gameplay for in-engine external game pitches
- Integrated animation and environment art assets for in-engine cinematics
- Prototyped gameplay systems for a class-based, third-person multiplayer shooter

*BIOSHOCK INFINITE, IRRATIONAL GAMES, QUINCY, MA: LEVEL DESIGNER (CONTRACT)*

- Developed engaging combat sequences making use of all player abilities throughout Finkton
- Revised large open-ended combat scenarios to provide a sense of direction and purpose
- Integrated combat and player driven gameplay with in-game scripted events and cinematics

*ALIENS: COLONIAL MARINES: LEVEL DESIGNER*

- Primary level designer for Destination: PlayStation/PAX East 2012 Campaign demo (Mission 01: Distress)
- Designed and scripted “Mission 03: Sulaco Falls” from initial concept through beta
- Developed level blockout and scripting for the original version of “Mission 10: Derelict Reclaimed”
- Awarded Employee of the Month for early campaign map blockout and gameplay scripting (Mission 03)

## OTHER EXPERIENCE

MCREYNOLDS MIDDLE SCHOOL/TEACH FOR AMERICA, HOUSTON, TX

AUG 2007 – AUG 2009

TEACHER, 6TH GRADE ENGLISH/LANGUAGE ARTS

- Led students to a 97% passing rate on the Spring 2008 and Spring 2009 6th Grade Reading TAKS
- Instructed faculty in implementing classes in the Study Island computer game study program

## EDUCATION

MASTER OF INTERACTIVE TECHNOLOGY, SPECIALIZATION IN LEVEL DESIGN

GRAD: DEC 2010

Southern Methodist University Guildhall, Plano, TX

Thesis: *Developing Player Attachment to Artificial Intelligence Companion Characters*