

Christian Paz

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Website/Portfolio: www.cpaзgamedesign.com

PROFESSIONAL DESIGN EXPERIENCE

Fall '18 – Now **UNANNOUNCED TITLES – MULTIPLAYER GAME DESIGNER**

(3.5 years) *(Eidos Montreal)*

- Prototyping innovative new game features with Unreal Engine 4's Blueprints and Eidos' proprietary engine, Dawn
- Collaborating with Design team lead to generate and maintain high-level design documentation
- Brainstorming, testing, and iterating upon radically innovative multiplayer mechanics

Fall 2016 - '17 **FUZZY CRITTERS – MOBILE GAME DESIGNER**

(1 year) *(PeopleCorp Gaming) F2P Multiplayer Match 3 – 10 person team*

- Analyzed live monetization & player behavior data from soft launch in order to make critical adjustments to game balance
- In conjunction with aforementioned game balance, crafted a new FTUE that increased Day 1 retention from 12% to 35% & Day 7 retention from 7% to 24%
- Created a new game mode & hand-designed over 100 Match 3 levels in a propriety level editor for the mode, resulting in one of our best-performing IAPs
- Spearheaded the design & prototyping of several innovative multiplayer Match-3 features, which massively increased our multiplayer retention rate

Winter - Fall '16 **CALL OF DUTY: WWII – ASSISTANT SYSTEMS DESIGNER**

(10 months) *(Sledgehammer Games) First-person shooter – 300 person team*

- Corresponded with leads to implement gameplay systems using a proprietary scripting language
- Collaborated with environment artists in order to visually convey systems in the game world, while making adjustments in our proprietary level editor
- Worked with gameplay engineers to fine-tune & optimize systems for internal studio showcases
- Adjusted gameplay features based upon feedback from daily playtests & data analytics

2013-2015 **SPARK RISING – GAME DESIGNER**

(2 years) *(Wicked Loot) An action conquest sandbox game – 5 person team*

- Coordinated management of multiple programmers & artists for a launch on Steam
 - Developed written design documentation for all gameplay systems, including UX flowcharts
 - Teamed up with programmers to create designs for flexible & modular game systems
 - Utilized user feedback from playtesting sessions & user metrics analysis to balance values
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TECHNICAL SKILLS

LAYOUT DESIGN AND 3D TOOLS

- Proficient in Unity 3D, Unreal Editor, & Radiant; knowledge of several in-game map editors

PROGRAMMING

- Proficient in C#, UE Blueprints, Java & Javascript; working knowledge of Python
- Capable of scripting logic for combat systems – both melee and projectiles – player movement, controls, & cameras, UI elements, and triggering level design events & animation sequences

VISUALIZATION TOOLS

- Proficient in Photoshop, After Effects, Premiere Pro, Final Cut Pro, modeling & animating within Maya; knowledge of Sketchup & 3DS Max
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DESIGN SKILLS

DESIGN

- 3Cs for both 2D & 3D games, UX flow for casual and core audiences, combat design & balancing, inventory systems, progression & player retention systems, live service monetization elements

WRITING AND AUDIO

- Writing skills for dialogue & story elements, sound implementation, design documentation

PRODUCTION

- Experience in iterative production, agile & scrum methodologies; experience with diverse teams of artists, programmers, & designers; knowledge of content pipeline
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EDUCATION

2009-2013

DARTMOUTH COLLEGE

AB, Major in English, Minor in Digital Arts

Hanover, NH

June 2013