

CHRISTOPHER LEE DELEON

Game Design, Programming, Writing, Project Management

Education

Carnegie Mellon University :: Class of 2007 :: Pittsburgh, PA

- **Computer Science** Bachelor of Science 3.43/4.00 GPA
- **Business Administration** minor, focused on communications and group management
- Additional coursework in **Cognitive Psychology** (perception/rewards) and **Interfaces**

Experience

Freelance Videogame Developer :: Mar 2008-Present :: San Francisco, CA

- Developed *Topple* game, #2 paid iPhone app at \$0.99, now free (millions of downloads)
- Designed, programmed, wrote, and led art teams to create 3 experimental iPhone games: *iZombie Death March*, *Games That Blow*, and *Alice in Bomberland* (Featured, Nov 09)
- Self-published *Burnit*, an experimental iPhone software toy (145,000 downloads)
- Created *Solar SFUN*, original advergame (185,000 plays), covered by Water Cooler Games

Independent PC Game Developer, Researcher :: 1996-Present :: Saint Joseph, MO

- Making videogames for 14 years in C/C++, with completed projects in nearly every genre
- Directed over 45 original downloadable games as lead designer/coder/producer or alone
- Invented an experimental web game every day for 219 days in a row from Nov '07-Jun '08
 - ↳ <http://www.interactionartist.com/> (380,000 plays, featured on JayIsGames.com)

ZipZapPlay, PlayCrafter.com :: Nov 2007-Nov 2008 :: San Francisco, CA

- Architected cross-genre game development system embodying game design principles
 - ↳ Co-inventor/co-author of pending company patent: *Open Game Engine and Marketplace with Associated Game Editing and Creation Tools* (USPTO Number 20090253517)
- Generated new games, editable game pieces, features, and website elements weekly
- Moderated and nurtured community growth for first 10,000 user-made games

Electronic Arts Technical Game Designer :: May-Oct 2007 :: Los Angeles, CA

- Created 100+ missions for *Boom Blox* on Wii using a self-developed 3D level editor on PC
- Drove a new vision behind *Medal of Honor Airborne's* record-setting Xbox Live demo

EA Technical Game Design Intern :: Summers 2005 & 2006 :: Los Angeles, CA

- Authored, prototyped, implemented, and tuned features for *Medal of Honor Airborne*
- Contributed to core systems: weapons, upgrades, interface, control, and unit standards
- Crafted materials to communicate concepts between designers, engineers, and artists

Game Creation Society Founder & Manager :: 2004-2007 :: Pittsburgh, PA

- Recruited, guided, and networked college talent to develop and publish freeware games
- Led cross-curriculum teams to produce 18 freeware games in only 3 semesters
- Designated and transitioned officer roles, enabling continued output of ~14 games/year
 - ↳ <http://www.gamecreation.org/> (30-50 active members each semester)

GameSpy Fan Site Admin :: 2003-Present :: Saint Joseph, MO

- Founded an innovative fan website, hosted for 5 years on the GameSpy Network
 - ↳ <http://morrowindphotography.com/> (70 members)

Skills

Videogame design, rapid prototyping (digital playable), C/C++/Obj-C, project management, ActionScript 3, OpenGL, Unreal 3 Engine, Unity, Photoshop, Office (Word/Excel/Visio/PPT), PC/360/Wii/iPhone development, teaching videogame development, writing for gameplay

Teaching

- (2009) **GameDevLessons Text Lessons** Instructional series on hobby videogame making
 - ↳ <http://www.gamedevlessons.com/> 200 pages in 10 editions and growing (8,000 readers)
- (2009) **Videogames As Art at UC Berkeley** Guest lecturer on experimental gameplay
- (2009) **Camp Galileo Palo Alto Game Design Lead Instructor** Taught videogame creation basics to ~70 students (5th-8th grade) in 2-week sessions, extending the curriculum
- (2008) **Game Creation Society Guest Speaker** Gave 45-minute talk on values in games
- (2007) **Game Development Lessons** Taught 4 students 1-on-1 in solo game creation
 - ↳ Student's *Mission Nutrition* 1st place winner in the MedRespond Project Go competition
- (2007) **MOSAIC Speaker** Prepared a 45 minute speech on gender and videogames
- (2006, 2007) **Summit Instructor** Instructed two different three-day game workshops
- (2006) **Developing Developers Series** Delivered 9 original lectures on videogame creation