

# CHRISTOPHER LEE DELEON

816-351-5557 (cell) / [chris@deleonic.com](mailto:chris@deleonic.com)  
Game Design, Programming, Project Management

## Education

- Georgia Institute of Technology :: Fall 2010 - Present :: Atlanta, GA**
  - **Digital Media** Masters in progress, 4.00/4.00 GPA, intending to continue for Ph.D.
- Carnegie Mellon University :: Class of 2007 :: Pittsburgh, PA**
  - **Computer Science** Bachelor of Science 3.43/4.00 GPA, **Business Administration** minor
  - Upper-level classes in **Cognitive Psychology** (perception), **HCI** (interfaces, prototyping)

## Experience

- Will Wright's Stupid Fun Club :: May 2011 - Aug 2011 :: Berkeley, CA**
  - **Rapid prototyping** for multiple platforms using Unity, php/MySQL, and physical media
  - **Original gameplay concepts** created, pitched, and approved for further exploration
- Vision by Proxy Second Edition Programmer, Level Designer :: Spring 2011 :: Atlanta, GA**
  - **1.7 million plays after only 2 weeks online (now 2.4 million total)**, front page of Kongregate, NewGrounds, JayIsGames.com, and international portals - played on 650 sites
  - **First Place, Student Showcase** at Southern Interactive Entertainment & Game Expo '11
- Georgia Tech ACM VGDev Founder :: Fall 2010 - Present :: Atlanta, GA**
  - **Trained, facilitated dozens of new student developers** leading to 5 games/semester
  - **Producer, Designer, Programmer** of *MechStrike* (May '11) and *Zylatov Sisters* (Dec '11)
  - <http://www.vgdev.org> -- 25-35 active members each semester
- Freelance iPhone Videogame Developer :: Mar 2008 - Dec 2010 :: San Francisco, CA**
  - **Developed *Topple*, #2 paid app on iPhone in Winter '08** at \$0.99, now free
  - Designed, programmed, wrote, and led art teams to create experimental iPhone games: *iZombie Death March* (Top 20 Action, Arcade), *Alice in Bomberland* (What's Hot, Nov '09)
  - Self-published *feelforit* (**IndieCade 2010 Finalist**), *Tumult* (#5 Entertainment) on iPad
  - Made *Transcend* app based on Henry David Thoreau's *Walden* (#36 in Education for iPad)
    - ↳ <http://www.chrisdeleon.com/iphone.html> -- iPhone and iPad project portfolio, 12 apps
- Independent PC Game Developer :: 1996 - Present :: Saint Joseph, MO**
  - **Created more than 40 freeware PC games** as lead designer/coder/producer or alone
  - Implemented *UAV Game*, a design by Remy Karns, in 7 hours (5,000 plays in 5 days)
  - Made *Solar SFUN*, original adverggame (300,000 plays), covered by Water Cooler Games
  - **Invented an experimental web game each day for 219 days** Nov '07-Jun '08
    - ↳ <http://www.interactionartist.com> -- 1.5 million plays, featured on JayIsGames.com
- ZipZapPlay, PlayCrafter.com (now offline) :: 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 20090253517)
  - Company acquired by PopCap, which was acquired by Electronic Arts shortly thereafter
- Electronic Arts :: Summers 2005 & 2006, May 2007 - Oct 2007 :: Los Angeles, CA**
  - Created 100+ missions for *Boom Blox* on Wii using a **self-developed PC level editor**
  - Designed, prototyped, programmed, and tuned features for *Medal of Honor Airborne*
- Game Creation Society Cofounder & 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 3 semesters**
    - ↳ <http://www.gamecreation.org> -- 30-50 active members each semester
- Teaching & Speaking**
  - (2009-'11) **HobbyGameDev Text Lessons** Instructional blog on hobby videogame making
    - ↳ <http://www.hobbygamedev.com> 500+ pages in 31 editions and growing (215,000 views)
  - (2011) **SIEGE** On 2 person panel for "Making Your First Game", 90+ guests in attendance
  - (2011) **Game Developers Conference (Rapid-Fire Indies)** About the value of constraints
  - (2010) **IndieCade Micro-Talk** Promoting videogame creation as a high school shop class
  - (2010) **SIEGE** On the "iDesign" panel at Southern Interactive Entertainment & Game Expo
  - (2010) **Academy of Art** Shared experiences from commercial and student game making
  - (2010) **Westwood College** Speaker on the importance of extracurricular game projects
  - (2009,'10) **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 (5<sup>th</sup>- 8<sup>th</sup> 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* 1<sup>st</sup> place winner in the MedRespond Project Go competition
  - (2007) **MOSAIC Speaker** Prepared and gave half-length lecture on gender and videogames
  - (2006, '07) **Summit Instructor** Instructed two three-day videogame design workshops
  - (2006) **Developing Developers Series** Delivered 9 original lectures on videogame creation