

# CHRIS DELEON

Game Design, Computer Science, Project Management

## Objective

Leverage a lifelong passion for videogame creation to (1) rapidly realize company visions in interactive media and (2) get individuals on track for game making hobbies and careers.

## Education

**Class of 2007 :: Carnegie Mellon University :: 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

**Dec 2008-Present :: Videogame Development Instructor :: San Francisco, CA**  
→ Offering private lessons, remote consulting, and customized group discussions  
↳ <http://www.GameDevLessons.org/>

**Mar 2008-Present :: Freelance Custom Games Developer :: San Francisco, CA**  
→ Self-published *burnit*, an experimental iPhone software toy localized to 11 languages  
→ Produced *Solar SFUN*, an original advergaming Ian Bogost coined “coupongaming”  
→ Developed *Topple* game, #2 paid iPhone app at \$0.99, now free (over 1 million downloads)

**Nov 2007-Nov 2008 :: ZipZapPlay, PlayCrafter.com :: San Francisco, CA**  
→ Co-architected cross-genre game development system embodying game design principles  
→ Regularly generated new games, game pieces, features, and website elements

**May-Oct 2007 :: Electronic Arts Technical Game Designer :: Los Angeles, CA**  
→ Created dozens of missions for *Boom Blox* on Wii using a self-developed 3D level editor  
→ Drove a new vision behind *Medal of Honor Airborne's* record-setting Xbox Live demo

**Summers 2005 & 2006 :: EA Technical Game Design Intern :: Los Angeles, CA**  
→ Authored, prototyped, implemented, and tuned features for *Medal of Honor Airborne*  
→ Contributed to core game systems: weapons, upgrades, interface, control, and standards  
→ Invented diagrams to communicate concepts between designers, engineers, and artists

**2004-2007 :: Game Creation Society Founder & Manager :: Pittsburgh, PA**  
→ Recruited, guided, and networked college talent to develop and publish freeware games  
→ Led cross-curriculum teams to produce 20 freeware games in only 3 semesters  
→ Designated and transitioned officer roles, enabling continued output of ~14 games/year  
↳ <http://www.GameCreation.org/> (50+ active members)

**1996-Present :: Independent/Club PC Game Developer :: Saint Joseph, MO**  
→ Developing videogames for 12 years in C++ (self-taught)  
→ Made more than 45 original downloadable games as lead designer, producer, or alone  
→ Created an experimental web game every day for 200+ days in a row (Nov '07-Jun '08)  
→ Operating an independent games site to share highlights from lifelong videogame work  
↳ <http://www.InteractionArtist.com/> (Producer, Programmer, Designer, Artist)  
→ Yielding 50,000+ videogame downloads per year worldwide, in addition to mirrors

**2003-Present :: GameSpy Fan Site Admin :: Saint Joseph, MO**  
→ Founded, and still operating, a fan website on GameSpy with an original concept  
↳ <http://mpg.PlanetElderScrolls.GameSpy.com> (65+ members)

## Skills

Project Management, Game Design, Rapid Prototyping, ActionScript 3, Flex, C/C++/Obj-C, UE3 Tools, Photoshop, Office (Word, Excel, Visio, PPT), PC/360/Wii/iPhone Development

## Instruction

→ (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 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 interactive lectures on game creation