

CHRIS DELEON

Game Design, Computer Science, Project Management

- Objective** Leverage lifelong passion and experience in videogame development to help individuals and companies rapidly translate vision into interactive media.
- 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**
- Mar 2008-Present :: Freelance Custom Games Developer :: San Francisco, CA
→ Produced Solar SFUN, an original advergaming Ian Bogost coined “coupongaming”
→ Developed Topple, a physics game – the #2 paid app on the iPhone 3 days after release
- Nov 2007-Present :: ZipZapPlay, PlayCrafter.com :: San Francisco, CA
→ Co-architected cross-genre game development system embodying game design principles
→ Regularly generating 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
→ Designed diagrams to communicate concepts for 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 50 original downloadable games as lead designer, producer, or alone
→ Created an experimental web game every day for 219 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++, UE3 Tools, Photoshop, Office (Word, Excel, Visio, PPT), PC/360/Wii/iPhone Development
- Leadership**
- (2007) **EA Internship Support:** Organized weekly lunches with leads for interns
 - (2006) **ΣΦΕ VP, Service Chair:** Led value-driven initiatives, volunteering (130 hours)
 - (2004, 2005, 2006) **Orientation Counselor:** Facilitated student welcoming events
- Activities**
- (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 Lecturer:** Delivered 9 lectures on game creation
 - (1996) **Head of CIA Quake TeamFortress Clan:** Organized practices, arranged duels