Christopher Blanchard
Level Designer

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Personal Statement

Throughout my professional career, I have broadened my abilities, notably during my time at Infinity27, where I learned the importance of working together in a team and becoming accustomed to how an active studio works. Outside of work, I am a highly motivated individual with a keen desire to enhance my skills. I actively pursue continuous learning and personal development through various training courses, such as Infinity27's bootcamp. There, I acquired valuable transferable skills, including time management, meeting deadlines, and thriving in fast-paced environments.

Skills

Agile development practices, Scrum, Game Design, Level Design, UE4/UE5, bug tracking (Hansoft), Version Control (Perforce/github), Time Management, Ability to reach Deadlines, ability to work in a team, Adaptable

Employment

Infinity27 - Level Designer
(AUG 2024 - NOV 2024)
- Worked on three levels, two created from concepts and 1 continued from existing blockouts.
- Worked with other level designers to divide up the levels to prevent interference and promote interconnectivity
- Levels had to be navigable from start to finish being aware of sightlines and making sure to use already built mechanics.
- Held daily playtests in order to obtain feedback and iterated based off of this information
- Joined daily with the team to have daily scrums and had 2 week sprints where we presented work.

Infinity27 - Game Designer
(APR 2024 - APR 2024)
- Exclusive opportunity provided through a bootcamp program
- Crafted a quest for their game Samsara that integrates both Level Design and Narrative Design elements,
- Presented my work to peers and mentors for discussion and feedback.
- Held play tests for optimisation.

Education & key university projects

Teesside University
Games Design
First Class Honors
(2020-2023)

Darlington College
UAL L3 Games Design
Pass - Merit
(2017-2019)

Hummersknott - Academy
GCSE
5 C-D (Including Maths & English)
(2011-2016)

Key projects:

JOURNEYMAN *(JAN 2022 - MAY 2022)*
- Completed my university final project, heavily research-oriented in Level Design theory.
- Enhanced my expertise in Lever Design theory through rigorous research.
- Incorporated player testing to validate and refine design concepts, driving iterative progress.

BETA ARCADE *(SEP 2022 - DEC 2022)*
- Integral team member on a 10+ person project.
- Communicated with artists and programmers for seamless integration.
- Coordinated interdisciplinary efforts for project cohesion.

Interests

My main interests are socialising with friends and family, keeping up with the latest film/game releases and going on bike rides as well as hiking.

Reference

Available upon request