

Resume - Chris Watts

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Summary

I'm a practiced and passionate game designer with a diverse range of experiences and skills to offer. A critical thinker who's not only looking to deliver what's needed for the job but also what it needs later down the line as the game industry continues down its ever-changing, twisting journey.

Above all else I'm seeking to work with a fantastic team that's passionate about what they're creating and working together to bring fun and entertainment to our audiences.

Game Titles

- Rival Stars Basketball
- Flick Kick Field Goal 2015
- Turbo Racing League/ Turbo Fast
- Puzzle Treasure
- Terracore Adventures
- ZPR Attack
- de Blob
- de Blob 2

Recent Work Experience

Lead Game Designer - PikPok (2013-2014)

Responsibilities

- Designing high quality free to play titles within the studio, both contract and original IP.
- Additional responsibilities in product management when the need occurred for it.

Achievements

- Promoted "rapid prototyping" for games designers by utilising tools such as Unity and Playmaker.
- Led a deep research project into free-to-play mobile monetisation methods which have been used in current in-development titles.
- Created a documentation system for outlining UI designs for mobile titles that the UI department then utilised and evolved onwards.
- Led projects and situations in a dual design/product management capacity when there wasn't a product manager available to handle it.
- Identified a core design component for the part-way developed Turbo Racing League that was completely unattended to but critically important, an online system for a 1-million dollar Verizon competition. I took control of this feature and ensured it got delivered and successfully. The competition ran its course successfully.

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Past Work Experience

Game Design and Production Teacher – Academy of Interactive Entertainment (2012)

Responsibilities

- Led a small business incubation program called “Incubator” for the Melbourne Campus for the 2012 students. Taught students how to develop successful indie start-ups.

Achievements

- Led an incubator course where graduate students were directed on how to develop and start studios. One team in particular has gone off to complete a successful Kickstarter campaign and is developing a car combat game for PC called Collateral.
- Organised an indie-game showcase event hosted by the AIE called iFest. Was given the task of organising it 5 weeks before it happened and delivered successfully.

Designer and Producer – Play-Bit Entertainment (2009-2011)

- Designed and produced F2P games Puzzle Treasure and Terracore Adventures.
- Submitted a game design and business proposal to the Australian government funding body “Film Vic” and successfully acquired funding.
- Worked with social publisher 6 waves to deliver the browser-based puzzle game “Puzzle Treasure” onto Facebook.

Game Designer - Redtribe (2010-2011)

- A part-time design position to create small mobile games for the studio Redtribe.
- From this came the game ZPR Attack.

Level Designer – Bluetounge Studios (THQ) (2009-2006)

- As a level designer I planned and created complex 3D levels utilising editors for the 3D platform games deBlob and deBlob 2 for the Nintendo Wii.

References

Reference 1: Andy Satterthwaite – Design Director at PikPok

“Chris is incredibly reliable; has great research skills; structure and meta-game design skills; is incredibly organised and can lead/produce a team as required. Assigned to the right team/project he would be a great asset to any company.”

- Full reference can be [downloaded here](#).
- Contact: andy@pikpok.com

Reference 2: Rene Apperley – Project Management at ikeGPS (Formally at PikPok)

- Contact: rappерley@gmail.com

Reference 3: Camille Dodson – Senior UX Designer at ikeGPS (Formally at PikPok)

- Contact: camille.dodson@gmail.com