CHRISTOPHER BOUGHTON

TECHNICAL DESIGNER

CONTACT

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SKILLS

Technical Designer
- Game system design, implementation and balancing
- Combat design, implementation and balancing
- Animation implementation and testing
- Visually focused design documentation
- Playtest conducting and iteration

Game Engines
- Unreal Engine
- Unity

Programming
- C++, Unreal Blueprints
- C#, Unity Visual Scripting, PlayMaker

Software
- Adobe Premiere Pro
- World Machine
- Visual Studio, Perforce, GitHub
- Jira, Confluence, Trello, Micro

EDUCATION

FULL SAIL UNIVERSITY

Bachelor of Science in Game Design
GPA: **3.72**
Salutatorian

WORK EXPERIENCE

Technical Designer

JIRACOR   March 2024 - April 2024

- Iterate and implement lessons to teach students using technical systems to meet the required curriculum.
- Used Play Maker to create step by step lessons that guided the student through the curriculum.
- Use C# and JavaScript to make adjustments as required.
- Communicate with artists, software engineers and field experts to create accurate and realistic training simulations.

Technical Designer

FORGE HAMMER ENTERTAINMENT   May 2022 - February 2024

- Designing and iterating player combat that comprised of hundreds of Spells and Talents.
- Designing and iterating AI combat that created an engaging and challenging experience.
- Created a progression system that comprised of dozen of stats to give gear meaning.
- Various C++ and Blueprint programming tasks as required.
- Implementation of UI using Blueprints and C++.
- Self-taught knowledge to increase efficiency and effectiveness when iterating gameplay mechanics.

PROJECTS

Programmer

PIXEL PERFECT GAMES   May 2023 - September 2023

- Responsible for leading a team of 10 from concept to ship.
- Programmed all aspects of the game:
  - Player mechanics including dozens of weapons with various stats.
  - AI combat comprised of several different abilities based on the AI type.
  - Interactive UI, giving the player all the information needed.
  - Gameplay mechanics including player interactions for various stat increases.