

CHRISTOPHER HARDING

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PROFESSIONAL SUMMARY

I'm Chris, a narrative writer with an open-minded and enthusiastic approach to game development and storytelling with a Distinction level MSc in computer game design, and a first class with honours BSc in computer game design also. I have 1 year of experience in AAA studio, Supermassive Games, on the narrative horror game, The Devil in Me as a Junior Designer. In addition, I have proficiency using JIRA and Perforce, and experience working in a small team that collaborates with many departments in a scrum environment. My other skills include 3 years written experience in the Tabletop RPG industry, having been a freelance and contract writer on best-selling Dungeons and Dragons supplements on DM's Guild, as well as 2 years as a music journalist for heavy metal magazine Distorted Sound.



EXPERIENCE

Junior Designer | Supermassive Games

OCTOBER 2021 – SEPTEMBER 2022

My role entailed managing and manipulating motion capture data, facial data, cameras, and audio in Sequencer to create cinematic and cutscenes in UE4. Many of the scenes in trailers have been levels and sequences I have directly worked on. I also partook in other minor roles as appropriate, such as mesh and collision placement, bug reporting and fixing, and using bespoke design tools.

TTRPG Writer and Designer | Freelance

JUNE 2019 – PRESENT

I write adventures and supplements primarily for Dungeons and Dragons on DM's Guild – some of which in my portfolio are best-sellers. Those can range from adventures, to NPC's, to new thematic creatures, items, encounters, or just a setting for a game to be based in. I also have published print-and-play boardgames, such as Voidsurge – a social asymmetrical cooperative game inspired by The Thing, Event Horizon, and Among us, and also Ratventure: City Below the Sands – a hex tile RPG dungeoncrawler inspire by At the Mountains of Madness, Hero Quest and Blackstone Fortress.

Music Journalist | Distorted Sound Magazine

JUNE 2017 – APRIL 2019

I was responsible for reviewing albums, festivals, and concerts, as well as performing interviews with band members, and writing features for online and physical print.



EDUCATION

Msc Negotiated Masters in TTRPG and Video Game Design | Staffordshire University

SEPTEMBER 2020 – AUGUST 2021

I graduated with a Distinction grade in my Master's Degree. During my MSc I developed multiple TTRPG's, campaigns, and supplements for D&D 5E. I also wrote an accessibility report and how to allow as many players to play a game as possible, a report on the application and impact of horror in video games, and an essay on codes of conduct, safety tools, and content warnings in the context of tabletop and video games.

BSc (Hons) Computer Games Design | Staffordshire University

SEPTEMBER 2016 – JULY 2020

I graduated with a First-Class Degree (with honours). During my undergraduate studies, I worked on a variety of projects, either from frameworks given to us, or from scratch. I've worked in 3ds Max, UE4, and Photoshop, creating sequencer videos, full games based on mechanics, art assets, and UI/UX design. In addition to crafting multiple board games, game jams, and writing D&D adventures for print and publish.



SKILLS

- Unreal Engine 4 + Sequencer
- JIRA
- Adobe Photoshop
- Perforce
- OBS + similar screen capture software
- Microsoft Office Package



ACTIVITIES

During university I co-ran a heavy metal student group of 100+ members, organized events, and safeguarded members during my time. I also worked at the student's union and was a department representative for the Video Game Design department.