

Christopher Legg

Level and Game Designer

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EXPERIENCE

Level and Game designer with experience on PC and Mobile development. Having experience with mobile studio production and developing my own game, I am now looking to further my career in AAA games.

Amuzo Gaming Ltd

Designer, Level Designer

November 2022 - July 2023

Started work as QA and moved on to lead designer and level designer on one project (Mobile Android + iOS - "The World Has Gone" Top down Zombie Shooter).

- Designing the GDD on confluence and holding meetings to talk through the design, gathering critical feedback and making alterations to the documentation, keeping it updated.
- Designing wireframes on Adobe XD to show game flow, progression, UI/UX and other features of the game.
- Level design, creating blueprint designs in photoshop.
- Whiteboxing each level. Due to multiple projects on the go, I was tasked to use assets and dress each level to completion (level artist).
- Using scripts throughout the levels, such as trigger boxes for events, ammo pickups, enemy spawn controls, weather controls and checkpoints.
- Bug testing on multiple devices, reporting bugs on Jira and using Confluence to check for design information.
- Daily scrums going over the current state of the game, looking for feedback and iterations to help improve and push the project.

Ironsmith Studios

Designer, Level Designer, System Designer, Artist, QA

2018 - 2022

"Fused"(steam - PC) released, developed on UE4, (self developed) Indie first person platformer puzzle game set in a Tron themed world.

- Created full GDD on Microsoft Word (back up on Google Docs).
- Created full LDD, using Photoshop to create level blueprints of each level.
- Level design - blocking out levels, creating puzzles, designing and making all mechanics.
- Models - co created the 3D models for every level, setting up actors to place in levels. Created materials to use on models.
- Scripted - Using Unreal Blueprint visual scripting.
- Designed & Implemented UI, main menu and animations.
- Audio - implemented audio effects and voice over.
- Narrative - written screenplay for the story and voice over acting.

SKILLS

Software

Adobe XD + Photoshop + After Effects + Premiere Pro

3ds Max

Blender

Microsoft Office 365 (excel, word, powerpoint, etc)

Google Docs

CeltX, Final Draft & Articy:Draft

Trello

Confluence

Jira

Bamboo

Bitbucket

Git / TortoiseGit

Davinci

Certificates

Food Hygiene Level 2

COSHH

Lifting in workplace

PC Building for novice (2004)

AWARDS

2017 - Ffresh Student Festival (BAFTA) awarded for Voltage, 3rd year FMP game (runner up winner)

Other:

- Business owner - Geek Retreat Bournemouth (franchise gaming cafe, 2020 - 2022)
- Liberty Living Student halls - Student Entertainer Staff (2015) - includes organising student entertainment in halls, organising parties for 300 students and offering student guidance in relation to their time living in halls.
- Chef / Barman - University of South Wales Student Union (2015)
- Breakfast Chef - Beefeater, Weymouth (summer work) - (2014, 2015)
- Chef - The Old Rooms, Weymouth (2006 - 2008)
- Head Chef - Havens, Preston Rd, Weymouth (2005)

EDUCATION

University of South Wales, Cardiff

October 2016 - August 2017

MA Games Enterprise (Graduated with a Masters - Merit)

The course enhances the BA Games Enterprise, by focusing more on marketing techniques, project management and developing one larger project.

Modules include: Game Design, Level Design, Systems Design, Animation, 3D modelling, 2D, UI/UX design, Marketing techniques, Project management, Funding techniques, screenplay writing, virtual technology studies.

October 2013 - June 2016

BA Games Enterprise (Graduated with a BA Honors First)

This course was designed to teach both Games Design and project management, so students are able to leave and understand both design and development roles. It has the blocks to help students start their own indie studio after graduation.

Modules include: Game Design, Level Design, System Design, Animation, 3D modelling, 2D, UI/UX design, Marketing techniques, Project management, Funding techniques, screenplay writing.

Weymouth College

September 2006 - June 2008

Multimedia Production (film, animation, TV) - National Diploma (Merit/Merit/Pass)

Modules include: Screenplay writing, video editing, website design, radio production, film studies, animation, TV studio production, project producer training and marketing techniques.

September 2000 - June 2003

Hospitality and Catering (NVQ 3)

Modules including: Cooking to level 3 standard, butchery, silver service, kitchen management.

REFERENCES

Up-on request