

Christopher Hans Enderle

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Employment History

pixelStorm Entertainment Studios Inc.; Edmonton, AB

Designer

7/10 - Present

- Designed games from scratch and general thematic concepts.
- Created systems and content encompassing story, dialog, puzzles, minigames, features, and general gameplay.
- Reviewed, consulted, and oversaw progress on third party developed games and design docs.

Sensory Sweep Studios; West Valley City, UT

Designer

5/07 - 3/09

- Worked in a fast paced, heavily collaborative environment on projects from start to finish
- Coordinated and relegated tasks between all disciplines of artists, programmers, other designers, and testers. Assumed any tasks as needed
- Proactively implemented and developed design initiatives, effectively troubleshooting and brainstorming ideas for any and all immediate, foreseen, and, when they arose, unforeseen issues
- Worked with publishers, studio management, and leads to address all outstanding issues and support project vision to achieve the greatest user experience possible
- Contributed to the development of company proprietary tools and engines

Education

The Illinois Institute of Art-Chicago; Chicago, IL

1/04 - 3/06

B.F.A. With Honors in Game Art and Design

Related Coursework: Scriptwriting & Storytelling, Programming for the Artist, Game Prototyping

University of North Carolina Asheville; Asheville, NC

8/02 - 12/03 & 1/07 - 4/07

Dean's List Fall 2003, Related Coursework: Creative Writing, General Psychology

Skills

- Extensively experienced in various aspects of design including writing (GDD's, pitches, brainstorm, tutorials, dialog), event scripting, level design, controls, UI, and localization
- Creating specific test cases and general testing guidelines
- Comfortable and fluent in use of UnrealEd 2, DreamFuel (Sensory Sweep's proprietary engine), Gamebryo (The Elder Scrolls Construction Set), Aurora, Microsoft Office, Maya, 3ds max, ZBrush, Photoshop, Painter, After Effects, Subversion
- Familiar with Java, MEL, and ActionScript 3
- Proficient with conceptual illustration, from quick sketches to finished paintings
- Familiar with storyboards, cameras, lighting, modeling, rigging, animation
- Fluent in German
- Reliable, communicative, self motivated, positive team player, detail oriented, resourceful, tenacious, dedicated, thoughtful, fair, honest, and passionate about games

Accomplishments

- Shipped Mystery Legends: Phantom of the Opera, My Spanish/French/Chinese/Japanese Coach (DS), The Bigs 2 (DS), Toy Story 3 (Wii), and Vacation Isle Beach Party (Wii, uncredited)
- Developed and collaborated on several successful pitch documents, based on publisher requests, securing new contracts. Unshipped game genres include next gen third person shooters, DS RPG/Puzzle games, and edutainment
- Quickly learned and excelled at use of new programs and procedures when moving to new projects