

# Christopher Hans Enderle

250 New Century Ln Apt D50  
S Salt Lake, UT 84115  
828-280-2803  
ch.enderle@gmail.com  
www.chenderle.com

---

## Employment History

### **Disney Interactive Studios (Avalanche);** Salt Lake City, UT

QA Tester

2/10 - 4/10

- Drew upon my design experience to provide clear, concise, and effective bug reports to the dev team

### **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. Game Art and Design

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

### **University of North Carolina Asheville;** Asheville, NC

1/07 - 4/07

Related Coursework: Creative Writing, General Psychology

---

## Skills

- Extensively experienced in various aspects of design including writing (GDD's, pitches, brainstorms, 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 "My Spanish/French/Chinese/Japanese Coach", "The Bigs 2" (DS), and Toy Story 3
- Developed and collaborated on several successful pitch documents, based on publisher requests, securing new contracts. Unshipped game genres include PS3/360 third person shooters, DS RPG/Puzzle games, edutainment, and Wii sports compilations
- Quickly learned and excelled at use of an array of new programs and procedures when moving to new projects
- Continuous receiving of increased responsibility over development of key design areas, from gameplay balancing to level and UI design