



# CG

# CHLOE GOODCHILD

GAME DEVELOPER

## OBJECTIVE

Game Developer with 4 years of experience working in indie and running a small studio and 7 years in development overall. Extremely enthusiastic about development and game design. Friendly and positive to others, strong desire to work with a creative and enthusiastic team.

## SKILLS

- Collaboration with Multiple Disciplines within Game Dev
- Great eye for game feel
- Good understanding of all fields of development
- Experience with PC and VR Development
- Good interpersonal communication skills
- Friendly disposition
- Good understanding of giving useful feedback regarding art, animation and design work and ideas
- Very capable of visually communicating via sketch, screenshots and gifs
- Experience with various elements of Agile production methods

## EXPERIENCE

### DIRECTOR / DESIGNER • HEXDRAGONAL GAMES • NOV 2014 – AUG 2016

I was the designer on all internal projects with Hexdragonal and on our released game **Arclight Cascade**. My job was both managing and implementing gameplay while also overseeing the scheduling and production of the various parts of this product and others we were working on. I also helped with the company's external communications and contact with publishers and platform holders.

### VR LEVEL DESIGNER • RUCE • MARCH 2016

I worked with Ruce to create levels for their VR project, **Babel: Tower to the Gods**. I tested my levels internally with the company on a regular basis, maintaining my production schedule with the team remotely and organizing the levels I was creating based on a teaching curve for the player and producing the work within their timeframe.

### VR GAME DESIGNER • COATSINK • NOV 2017 – MARCH 2020

At Coatsink I worked on Shadow Point, a puzzle game built in Unity for Oculus Quest and Rift and Jurassic World: Aftermath for Quest up until I left. I was a part of the whole design process for Shadow Point and early processes of JW:Aftermath. I worked closely with artists, programmers and other designers throughout with contributions to the mechanical design. I also contributed to non VR projects in a lighter capacity such as Transformers: Battlegrounds and other unannounced work.

### VR LEVEL DESIGNER • PIXEL TOYS • MARCH 2020 – SEPTEMBER 2020

At Pixel Toys I worked on Warhammer 40K: Battle Sister, a VR FPS built in Unity for Oculus Quest. I worked closely with artists and programmers to help build and drive level design elements and contributed to other elements of design which related to both my own levels and the work of other designers.

## EDUCATION

BA COMPUTER GAME DESIGN, 2:1 • NOV 2013 • TEESSIDE UNIVERSITY



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