**Chase Wade**

Plano, TX 75025

[ChaseGWade@Gmail.com](mailto:ChaseGWade@Gmail.com) || (407) 437 – 4634

<http://www.chasewade.net>

**-Experience-**

Boss Fight Entertainment

**Unannounced Project – Level Designer** Sep 2019 -

Bonus XP

**The Dark Crystal: Age of Resistance Tactics** Jun 2019 – Sep 2019

* Content – Designed gameplay and events based on popular TV series
* Level – Populated and created play areas, enemy and item spawns
* Cinematic – Created timeline cinematics, lining up animations and audio with proprietary editor
* Combat – Helped design classes and abilities, game progression balance

**Stranger Things 3: The Game** - **Game Designer** Apr 2019 – Sep 2019

* Content – Designed gameplay and events based on popular TV series
* Level – Populated and created play areas, enemy and item spawn and secret locations
* Cinematic – Created timeline cinematics, lining up animations and audio with proprietary editor
* Combat – Helped balance skill damage and play and boss battles

Playful Corp.

**Creativerse – Associate Content Designer** Dec 2016 - Mar 2019

* Completely overhauled UI aesthetic and implemented UI for new features with C#/NGUI
* Designed new Adventure mode allowing players to create in game events and UGC
* Designed and implemented new block sets and in-game content using JSON/C#
* Designed and implemented live events for Holiday 2017
* Designed and implemented content for upcoming Quest System
* Collaborated on all game systems for Creativerse in 2017
* Designed and tested third person combat mode
* Maintained strong working relationship with MVP and player community

N-Fusion Interactive

**1979: Revolution: Black Friday – Technical Designer** Sep 2015 – Apr 2016

* Utilized both visual scripting and C# in Unity to create animation groups, gameplay and game events in a cinematic, story-driven game
* Collaborated in a small design team to create solutions to technical problems such as crowd density and to create fun quick-time events, as well as level and world design

# -Education-

*University of Central Florida*

*Florida Interactive Entertainment Academy*

M. S. – Interactive Design – Game Production Dec 2015

*University of Central Florida*

B. A. – Digital Media – Game Design May 2014