**Chase Wade**

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<http://www.chasewade.net>

**-Experience-**

Bonus XP

**Stranger Things 3: The Game** Apr 2019 –

* General Content/Level/Cinematic/Combat design

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

Florida Interactive Entertainment Academy

# “Junkers” Mobile Game/ Capstone – Technical Designer Jan 2015 – Jul 2015

* Designed and balanced multiplayer maps, cards and features using paper prototyping
* Designed and implemented a tactical camera mode and a dynamic event camera
* Analyzed internal and external playtest data and made design iteration
* Balanced unit and card ability values to improve gameplay

# -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

 **Programming Languages** **Programs**

JavaScript C# Python Unity 4 + 5 Unreal 3 + 4 Maya ActionScript C++ Lua Photoshop Illustrator Flash Excel Jira Cinema4D