

Chase Wade

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-Experience-

Playful Corp.

Creativerse – Technical Designer (Contract)

Dec 2016 -

- Completely overhauled UI aesthetic and implemented UI for new features with C#/NGUI
- Design and QA for new Adventure mode allowing players to create in game events
- Design and implement new block sets and in-game content

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 Game Designer (Student)

Jan 2015 – Jul 2015

- Worked on a 14-person team, implementing spiral development with Jira
- Designed and balanced multiplayer maps, cards and features using paper prototyping
- Implemented and reworked card ability scripts as well as audio/camera events
- Designed and implemented a tactical camera mode and a dynamic event camera
- Analyzed internal and external playtest data and made design iteration
- Designed and implemented UX/Particle effects into the game
- Balanced unit and card ability values to improve gameplay

Rapid Prototyping

Sep 2014 – Dec 2014

- Created 5, two-week prototypes in different teams of 5

Global Game Jam Orlando

2012, 2013, 2014, 2017

NBC Hackathon

2015

- Created a mobile AR game utilizing Universal Studios brand
- Scripted in C# and designed and implemented UI for iPhone

-Education-

University of Central Florida

Dec. 2015

Florida Interactive Entertainment Academy, Orlando FL

M. S. – Interactive Design – Game Production

B. A. – Digital Media – Game Design

May 2014

Programming Languages

JavaScript C# Python
ActionScript C++ Lua

Programs

Unity 4 + 5 Unreal 3 + 4 Maya
Photoshop Illustrator Flash
Excel Jira Cinema4D