

Chase Wade



1280 Coronado Terrace Deltona, FL 32725
ChaseGWade@gmail.com (407) 437-4634
<http://www.chasewade.net>



Experience

N-Fusion Interactive

1979: Revolution – Episode 1

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

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 framework for better code reusability
- Wrote audio and camera managers to call on sound and screen/UI functionality
- Analyzed multiple internal and external playtest data and made design iteration
- Added interactive UI elements that called unit or game events
- 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

NBC Hackathon

2015

- Created a mobile AR game utilizing Universal Studios branding
- 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

Java C Python

JavaScript C# Lua

ActionScript C++

Programs

