

Chris Riffey

Game Design - Level/Systems Design - Scripting - Creative Direction - Producing

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Recent Game Projects

Seeds of Ralark - 2D Puzzle-Platformer for XBOX Live Indie Marketplace www.ralark.com

Game Designer

- Designed entire game and maintained evolving design documents
- Worked closely with technical team to implement gameplay elements and player abilities
- Oversaw all playtesting sessions and implemented all iterative design changes

Creative Director

- Created an entirely new world of IP including history, creatures, landscape, and stories
- Directed artists creative process from concepts to final assets
- Ensured all elements such as gameplay/character abilities, sound/score, and technical elements served overall project vision

Producer

- Evaluated, generated contracts for, hired, and managed all project team members
- Implemented and maintained all organizational solutions for entirely remote team such as cloud-based documents, SVN repository, and skype meetings
- Managed team progress and assigned tasks to members of all departments as needed

Crevasse - Multiplayer Map for Starcraft 2 featuring gameplay for 2 teams of up to 7 players

Level Designer

- Created successful SC2 melee experience for large groups of up to 14 people
- Balanced resources and chokepoints to provide a heavy emphasis on teamwork

Clock of Souls - Quest instance designed for use in an MMORPG.

Level Designer / Writer

- Designed self-contained quest instance using minimal enemy assets and tiered difficulty
- Wrote story and all dialogue for multi-part quest

Videtwolle - Poker-inspired card game designed for MMORPG EVE Online www.videtwolle.com

Game Designer / Web Programmer

- Designed game to keep money flowing and approximate gameplay in EVE Online
- Utilized a completely custom deck and ruleset robust enough to allow for many variations

Employment

2008-Present - Escapism Entertainment - *Game Designer / Creative Director / Producer*

2007 - David Freeman Games - *MMORPG Consultant*

2002-2013 - USC Information Technology Services - *Computer Support / Manager / Systems Administrator*

Education

University of Southern California - School of Cinematic Arts - *B.A. Cinema Production*