

CHRIS MORRIS

GAME DESIGNER

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PROFILE

I'm a designer that enjoys multiple facets of design, whether in video games or other mediums of play and interactive storytelling. I am happiest when engaged in frequent and ongoing collaboration, learning from others, and discovering ways to improve my and others' work. I have experience with technical implementation, content, and systems design.

EDUCATION

BACHELOR OF ARTS GAME DESIGN (MINOR IN ENGLISH)

DigiPen Institute of Technology
2011 - 2015

INTERNSHIPS

Blizzard Entertainment (2014)
Boss Key Productions (2015)

SKILLS & TOOLS

- Content Design
- Systems Design
- Gameplay Design
- Rapid Prototyping
- Creative Writing
- Collaboration
- Marketing & Social
- Unreal 4 & Blueprint
- Unity & C#
- Adobe Suite
- Office / Google Docs
- Perforce
- JIRA

EXPERIENCE

ASSOCIATE GAME DESIGNER, CONTENT

Blizzard Entertainment / Irvine, CA / Oct. 2017 - Present

As a content designer on *World of Warcraft: Battle for Azeroth*, I am responsible for developing a variety of quest content that supports both level-up and maximum level gameplay.

- Responsibilities include: planning & documentation, story pitching, content implementation, narrative design & dialog writing.
- Experience developing in a proprietary toolset that is primarily data-driven work, with minor scripting on an as-needed basis.
- Live content development, maintenance, and support.

GAME DESIGNER

Boss Key Productions / Raleigh, NC / June 2015 - Sept. 2017

As a designer on *LawBreakers* (PC/PS4), I was responsible for systems, tools, gameplay, and content design. Implementation was focused on gameplay scripting, content and UI work in Unreal Engine 4. Systems and tool design involved a combination of paper design and data-entry utilizing custom-built proprietary tools.

- Responsible for designing, implementing maintaining, and facilitating playtests for five multiplayer game modes.
- Responsible for systems design including: scoring, achievements, account progression, cosmetics, and monetization, as well as the design of related tools needed to maintain these systems.
- Actively collaborated with other designers, gameplay and backend engineers, UI/UX, art, and audio on an ongoing basis to accomplish goals.

CO-FOUNDER, SOCIAL MEDIA & MARKETING

Cheat Codes Entertainment / Redmond, WA / Feb. 2014 - June 2018

Cheat Codes Entertainment was an entertainment company focused on the podcasting space, serving an audience primarily interested in video games, movies, comics, and other related pop-culture and media.

- Responsible for building and maintaining website, managing social media presence, and maintaining podcasting services.
- Communicated directly with platform holders, including Art19, Spreaker/iHeartRadio, and audioBoom to increase visibility for the Cheat Codes brand.
- Contacted and maintained relationships with industry figures to source as guests for episodes.

REFERENCES

ANDREW WITTS

Sr. Game Designer / 343 Industries

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JOSHUA PARKER

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