

Chloe Goodchild – Game/Level Designer

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Personal statement

An upbeat and personable designer who has played and loved games from childhood and was inspired to follow the field more closely through level creation tools and artistic drive. I have applied my talents to working with and for others, while running a studio which produced several small works outside of games and one major release, Arlight Cascade.

Since this release I worked on projects with other studios as a freelancer and an on-site employee, seeing one project release on Steam and another release on the Oculus storefront. I've contributed greatly to a pair of upcoming Oculus Storefront projects.

With strong sense of community building and support, I have worked to help others express their design talent and worked on my own skills regarding all aspects of game creation to better understand how to communicate and apply those aspects to my own design focused work. I am always seeking a chance to further my skills and looking to apply my already developed talents to something new.

Key Skills

- Many years of experience with Unity3D
- Experience with Unreal 4 and a desire to expand that knowledge greatly
- Prior experience running a development studio independently
- Excellent written and verbal communication skills
- Developed understanding of all aspects of Video Game development
- Previously worked with both internal and external team members
- Knowledge of #C scripting and experience with Visual Scripting Languages.

Employment History

Co-Director and Designer, Hexdragonal Games, Teesside

(Nov 2014 – Aug 2016)

- Successful independent release of Arlight Cascade on Steam
- Devised & expanded on a core idea conceived by team members to bring the product to release
- Directly collaborated with programmers and an artist to produce a high quality product
- Worked directly with external sound team, musician and an internal animator
- Maintained backend systems for development and deployment on Xbox One platform

Level Design Contract, Ruce Ltd, Teesside

(March 2016 – April 2016)

- Worked remotely with prototype HTC Vive hardware
- Regularly communicated with the team back at the studio and visited frequently
- Produced levels in an order designed to slowly introduce players to concepts
- Game was released on Steam for room space VR platforms
- Was praised for 'Valve-like' gameplay structure with specific note of the flow between levels

Game Designer, Coatsink, Sunderland

(November 2017 – March 2020)

- Worked on Shadow Point (May 2019) and Jurassic World: Aftermath (Late 2020) for Room Scale VR for Oculus platforms. Also worked on other titles to a lesser capacity such as Transformers: Battlegrounds and other unannounced projects.
- Regular meetings and discussion with fellow team members regarding mechanics and level integration
- Built levels to introduce players to gameplay concepts while weaving narrative elements throughout
- Worked closely with all disciplines within the team to help us create a unified vision
- Implemented new mechanics and built upon mechanics through scripting when necessary

Level Designer, Pixel Toys, Leamington Spa (Remote)

(March 2020 – September 2020)

- Worked on Warhammer 40K: Battle Sister for Oculus Quest. (Late 2020)
- Worked remotely due to Covid with several disciplines and ensured we produced things to a high standard.
- Constructed late game levels to explore harder gameplay challenge and combat scenarios.
- Worked closely with all disciplines within the team to help us create a unified vision
- Set up many visual scripting sequences using Playmaker and wrote occasional C# Scripts to support that.

Education

University of Teesside

(September 2010 – June 2013)

- Bachelor of Arts (BA), Computer Games Design, 2:1

Colchester 6th Form College

(September 2008 – June 2010)

A Levels in Computing, Media Studies, Fine Art and Critical Thinking
AS Levels in Sculpture, Graphics Technology and Resistant Materials, Creative Writing

Honywood Community Science School

(September 2003 – June 2008)

10 GCSEs, grade A-C, including Maths and English

Hobbies & Interests

GameBox Organiser and Contributor:

I helped maintain and organise an event which encouraged developers and students to come together and play games with each other in a friendly, safe space. It was set up to build community, encourage developers to bring products for testing and help students find potential work with the small studios which attend. I have since moved on from this event but it continues to run on and off under the people we left in charge of it after over 4 years.

Tabletop RPG games (DnD and other interesting systems) :

I spend a few hours each week currently playing in some DnD games and have begun writing my first campaign off the back of a successful one shot game I wrote. I really enjoy blending the mechanical gameplay with narrative and finding a dynamic level of entertainment for players whether I'm behind the dm screen or otherwise.

Film and Media:

I have an interest in cinematography in films which use more unique colour palettes and framing. I find that considering these styles and storytelling methods beyond explicit realism could enhance the way we tell stories in games.

Game Jams:

I try to participate in Game Jams online and have helped to run one in person twice under the GameBox banner. I love to take the opportunity of a jam to work into talents I don't get to explore much and getting the opportunity to work alongside others and help them develop their own design skills.

References

Tom Elliott, Freelance Programmer (Former Co-Dir, Hexdragonal), tom@tomsayshi.com, 07794 566621

Daley Johnson, Playtonic Games, daleyspacejohnson@gmail.com, x

Bruce Slater, Radical Forge (Former Co-Dir of Ruce Ltd), Bruce@Radicalforge.com, 07568 306875