

CHRISTOPHER ELLINGTON

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SUMMARY

I am a narrative designer who has been writing for games professionally for three years, and developing games for five years. I love to craft stories, write for interesting characters, and collaborate with other stakeholders to form and expand game worlds. I have a keen interest in movies, comics, games, and popular culture. In addition to narrative design and writing, I have also worked as a designer, artist and team lead.

GAME DEVELOPMENT SKILLS

Game Engines

- **Unity3D** – Multiple titles as narrative/systems/level designer. Additional roles include UI/UX design, 3D art, and visual effects.
- **Unreal** – Level design experience.
- **Flash** – Art and design for browser games.

Production and Development Software

- Blender, Photoshop, Illustrator, Sourcetree (Git), 3DS Max, Flash

Documentation, Spreadsheet, and Presentation Software

- MS Office (Word, Excel, Powerpoint), Google sheets, Confluence, Premiere, Visio

EXPERIENCE

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| 10/12/15 –
10/24/16 | Narrative Game Designer, <i>Glu Mobile</i>. (Bellevue, WA) <ul style="list-style-type: none">· Nicki Minaj Game (Launching Soon) - Writing, Design, Scripting, Documentation |
| 4/1/15 – 5/31/15 | Game Design Consultant, <i>Fourth Monkey Media</i>. (Halifax, NS) <ul style="list-style-type: none">· Unannounced Titles (mobile) - Design, Writing, Documentation |
| 6/1/12 – 2/1/15 | Game Designer/Team Lead, <i>Tapify, Inc.</i> (Halifax, NS) <ul style="list-style-type: none">· Bumpy Birds (iOS/Android) - Systems Design, Writing, Particles, Sound Effects (SFX)
View on Apple App Store View on Google Play· Ninja Kitty (iOS/Android) – Systems/Level Design, Writing, Environments, Particles, SFX
View on Apple App Store View on Google Play· Unreleased Titles (iOS/Android) – Systems/Level Design, Environment Art, Effects |
| 8/1/11 – 5/31/12 | Game Designer, <i>All Are Kings</i>. (Surrey, BC) <ul style="list-style-type: none">· Dragon Dash (iOS) – Systems Design, UI Art, 3D Art, VFX, Animation· Forerunner (iOS) – Narrative/Systems/Level Design, UI Art, VFX, Environment Art |
| 5/1/11 – 7/31/11 | Game Design Intern, <i>Genius Factor Games</i>. (Vancouver, BC) <ul style="list-style-type: none">· Unannounced Titles (iOS) – Design, Writing, Documentation, Visual Design, VFX |

EDUCATION

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| 2010 - 2011 | Game Design Diploma, <i>Vancouver Film School</i> (Vancouver, BC) |
| 2004 - 2008 | Bachelor of Arts, Architecture, <i>Yale University</i> (New Haven, CT) |
| 2000 - 2004 | Diploma, <i>Homer High School</i> (Homer, Alaska) |