Bob Chamot

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Overview

Devoted, detail-oriented game designer with over 5 years of experience in level design, systems design, scripting, and more. Uncommonly strong background in both art & programming.

Technical Skills

Languages: Lua, C/C#/C++, Dante, & other C-like languages; xml
Software: Maya, Photoshop, SketchUp, MS Office, MediaWiki, etc.
Platforms: PC, iOS, Android, PSP, PS2, PS3, PS4, Wii, Wii U, Xbox 360, Xbox One
Engines: Unreal 3/4/UDK, Unity, Infernal, CTG, Quantum3, BCG, Vicious

Work History

High Voltage Software 11/2008 – 4/2014
Game Designer
- Shipped over a dozen titles including The Conduit, Conduit 2, Nickelodeon Fit, NickToons MLB, Kinect Star Wars, Le Vamp, & Saints Row: Gat out of Hell
- Designed levels including brainstorming, 2D layout, 3D construction, gameplay prototyping, user input handling, asset placement, events & scripting, game & cinematic cameras, combat, optimization, iteration/revision, balancing, and Art/Dev support
- Wrote appealing, error-free technical documentation, pitches, & creative writing
- Researched & adapted to each project's audience, genre, hardware, engine, workflow, etc.
- Improved team efficiency & gameplay through data-driven tools & documents

ExcaliburWorld Software 6/2005 – 5/2007
Game Developer
- Spearheaded, implemented, & refined vehicle physics & gameplay
- Planned, constructed, populated, & tested new levels
- Created and improved 2D & promotional art assets

UIUC SimEd Research Group 2/2006 – 8/2006
3D Artist
- Created original, animatable characters & photorealistic environments
- Presented "Using VR Simulations as a Research Tool" at ACM SIGGRAPH 2006

Dawn of Infinity Developers Group 1/2003 – 12/2007
Content Manager
- Coordinated production of art assets
- Informed & engaged the community on development

Education

University of Illinois at Urbana-Champaign 8/2002 – 5/2006
Bachelor of Science in Computer Science
Application Sequence in Art & Design, in connection with Parkland Community College