

Bob Chamot

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Overview

Versatile game designer with over 5 years of industry experience in level design, systems design, scripting, & more. Uncommonly broad background in both art & programming.

Skills

Software: xml, C#/C++, Lua, Maya, Photoshop, SketchUp, MS Office
Engines: Unity, Unreal, Infernal, CTG, Quantum3, BCG, Vicious
Platforms: PC, iOS, Xbox 360, Xbox One, PS2, PS3, PS4, Wii, Wii U

Experience

Game Developer, *Independent* 5/2016 – present

- Creating original art, design, & code for mobile strategy game *Nosy Ninja* (unreleased)

Community Moderator, *7daystodie.com* (volunteer) 8/2017-present

- Moderating all user activities on the *7 Days to Die* official & Steam forums
- Developing original mods for the game, including *ComSenMod*

Game Designer, *High Voltage Software* 11/2008 – 4/2014

- Shipped over a dozen titles, including *Saints Row: Gat out of Hell*, *Kinect Star Wars*, *Le Vamp*, *The Conduit*, *Conduit 2*, *Nickelodeon Fit*, & *NickToons MLB*
- 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

Game Developer, *ExcaliburWorld Software* 6/2005 – 5/2007

- Spearheaded, implemented, & refined vehicle based physics, gameplay, & levels
- Created, refined, & finalized new HD remake art assets for in-game & promotional use

3D Artist, *UIUC SimEd Research Group* 2/2006 – 8/2006

- Modeled, textured, & rigged original characters & photorealistic environments
- Presented “Using VR Simulations as a Research Tool” at ACM SIGGRAPH 2006

Content Manager, *Dawn of Infinity Developers Group* 1/2003 – 12/2007

- Coordinated production of art assets

Education

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