

Christopher Onorati

Level Designer

(253) 397-0801
onorati.apps@gmail.com
https://chrisonorati.com

Selected Work Experience

DigiPen Institute of Technology, January 2019 – Present

Lab Manager/Software Developer

Lab Manager

- Managed space allocation in 2-3 computer labs seating approx. 750-900 students each semester.
- Provided IT support for software and hardware installations on lab-issued machines.
- Worked with students to ensure proper working conditions for 50+ student game teams each semester.
- Programmed Discord bot to aid in security and quality of life for users in school ran servers (C#).

Assistant Game Software Design and Production Lecturer

- Lectured on fundamental game development techniques such as game editors (class size: 80 – 120).
- Ran labs teaching the fundamentals of Unity, Unity LPK, and C# (class size: 15 – 25).
- Taught introduction to programming courses for high school students (class size: 20-25).
- Acted as lead instructor for a high school course on game project development (class size: 50-60).
- Validated all student games to ensure compliance in license and asset usage (50-60 per semester).

DragonPack Toolkit (PC/Mac, Proprietary)

Team Size: 4

- Designed and implemented modular event-driven system within Unity (C#).
- Wrote a library of 80+ modular components for beginning programmers to use within Unity (C#).
- Integrated XInput to create enhance gamepad control within Unity (C#).
- Implemented and designed custom inspectors for ease of use by design students (C#).
- Created games for students to use for learning audio implementation in Unity and FMOD (C#)

Basic Level Builder (Unity Web, Proprietary)

Team Size: 2

- Implemented tools for a tilemap level editor such as copy, cut, paste, paint, box select, etc. (C#)
- Implemented basic level design tools such as levers, switches, locked doors, teleporters etc. (C#)

Tripmine Studios (Valve Affiliated), May 2016 – Present

Level Designer/Gameplay Programmer

Operation Black Mesa (PC / Mac / Linux, Unreleased)

Team Size: 16

- Acted as a co-producer for project development to maintain team coordination.
- Created community Discord server for developers to interact with fans in a controlled environment.
- Designed first-person shooter levels and environments using the Hammer World Editor.
- Worked with art and audio teams to create assets needed for the entire game and individual levels.
- Ran playtests testing various mechanics, systems, levels, and weapons with written reports to full team.
- Implemented AI for animals, aliens, robots, and vehicles of varying abilities and intelligence (C++).
- Implemented weapons and minor game entities using the Source Engine (C++).

Guard Duty (PC / Mac / Linux, Unreleased)

Team Size: 16

- Implemented AI for animals, aliens, robots, and vehicles of varying abilities and intelligence (C++).
- Implemented weapons and minor game entities using the Source Engine (C++).

Daring Hero Games, January 2019 – August 2019

Lead Designer

Dragon Run 2 (Bit Toys Android, Shipped August 2019)

Team Size: 7

- Designed core game loop for player engagement under extreme time limitation (5 seconds).
- Prototyped use of Unity to display metrics to players via webpage during live event (Unity, C#).
- Ran live playtests at local college-ran BBQ to test game before live event.

Unreleased Scrum Boardgame

Team Size: 3

- Prototyped game loop for a board game experience to teach Scrum project management.
- Iterated mechanics based on playtesting data to mirror Scrum management techniques.

Prism Studios, December 2013 – July 2015

Level Designer/UI Programmer

Portal Stories: Mel (PC / Mac / Linux, Shipped on Steam June 2015)

Team Size: 8

- Designed first-person puzzles and environments using the Hammer World Editor.
- Worked with art and audio teams to create level-specific assets.
- Implemented Main Menu and other UI using the Squirrel scripting language.

Selected Game Development Skills

Game Design

- Level/Puzzle Design
- World Building
- Environment Design
- System Design
- Technical Implementation
- UX Design

Technical/Programming

- C/C++/C#
- Source Engine
- Unity (PC and Web)
- Source Control Software
- Lua/Squirrel (familiar)
- Unreal 4 (familiar)

Production

- Team Leadership
- Team Management
- Project Scheduling
- Game Marketing
- Event Planning
- Product Submission

Honors/Awards

Prism Studios

- Best Fan Creation for Portal Stories: Mel *(The Game Awards, 2015)*
- Editor's Choice Mod of the Year for Portal Stories: Mel *(ModDb, 2015)*
- Player's Choice Mod of the Year 10th place for Portal Stories: Mel *(ModDb, 2015)*

DigiPen Institute of Technology

- Commencement Speaker *(DigiPen Staff and Faculty, Spring 2019)*
- Student of the Year 2018 *(DigiPen Student Affairs, 2018)*
- MJ Quigley for Excellence in Game Contributions *(DigiPen GDSP Faculty, 2017)*
- Dean's List for Academic Excellence *(DigiPen Administration, Spring 2015, Spring 2016, Fall 2016, Fall 2017)*

Redacted (Student Team)

- DigiPen PAX Arcade Showcase for Utomah *(DigiPen PAX Committee, 2017)*
- Entered for the 2018 Independent Game Festival Awards for Utomah *(DigiPen GDSP Faculty, 2017)*
- Best Technology, Graphics, Physics, and Sound Design for Utomah *(DigiPen Peer Commendations, 2017)*
- Game of the Year Runner up for Utomah *(DigiPen Peer Commendation, 2017)*
- Best Sophomore Game for Utomah *(DigiPen Peer Commendation, 2017)*

Drudgery Entertainment (Student Team)

- DigiPen PAX Arcade Showcase for Fuzor *(DigiPen PAX Committee, 2015)*

Student Teams & Projects

REDACTED, November 2016 – April 2018

Level Designer

Outlier (PC, Shipped April 2018)

Team Size: 19

- Designed circuit-based puzzles and environments (Unreal Engine 4 & Custom Editor).
- Ran playtests in order to find problems in design as well as bugs in the product.
- Communicated with art and audio teams regarding the completion of assets needed for game segments.

Utomah (PC, Shipped April 2017)

Team Size: 11

- Designed linear platforming levels and environments (Custom Editor).
- Ran playtests in order to find problems in design as well as bugs in the product.
- Programmed gameplay elements and mechanics (C++ and C#).

Drudgery Entertainment, December 2014 – November 2016

Game Designer/Producer

Swapgoats (PC, Shipped April 2016)

Team Size: 7

- Designed the levels and environments of the game (Custom Editor).
- Programmed UI elements, gameplay hazards, and VFX for in game actions (C++).
- Monitored deadlines and team goals to ensure project remained on schedule.

Fuzor (PC, Shipped April 2015)

Team Size: 4

- Designed linear levels and combat arenas supporting up to four players (Zero Engine).
- Ran playtests in order to find, document, and report bugs to appropriate team members.
- Implemented player weapons, class abilities, and enemy AI (ZilchScript).

Education

DigiPen Institute of Technology
Bachelor of Arts in Game Design

Graduated: December 2018