

# Christian Roby – Level Designer

christianrobbydesign@gmail.com | [linkedin.com/in/christian-roby](https://www.linkedin.com/in/christian-roby) | [christianrobby.com](http://christianrobby.com)

+1 (970) 301-0493 | Burlington, VT | Irvine, CA

## Skills

Unity	C#	Communication	Team leadership
Hammer Editor	Maya	Self-motivated	Detail oriented
Unreal	Illustrator	Creative thinking	Time Management

## Education

Champlain College, Burlington, VT

Class of May 2022

Bachelor of Science Degree in Game Design

Current GPA – 3.876

- Made the Dean's list Freshman, Sophomore, and Junior years
- Participated in virtual Montreal experience, Spring 2021
- Member of Champlain College ice hockey and volleyball clubs

## Projects

[Sunline](#), Team Size: 19

January 2022 – May 2022

Senior Capstone Project (Spring) | Level Designer | Unity 3D

- First Person Parkour Runner
- Adapted to work with the teams level design pipeline
- Refined the levels based on tester feedback

[Urban Market](#), Independent Project

January 2022 – May 2022

Call of Duty Scaled Blockout | Unreal 4

- Utilized height to provide dynamic gameplay
- Created interactive elements with blueprints
- Iterated on the level based off feedback

[Hilltop Storage](#), Independent Project

September 2021 – December 2021

Team Fortress 2 Level Design Project | Hammer Editor

- King of the Hill style map
- Documented the level design process
- Designed for engaging fast paced gameplay

[D.A.V.E.](#), Team Size: 7

September 2021 – November 2021

Senior Capstone Project (Fall) | Level Designer | Unity 3D

- Third Person Puzzle Platformer
- Implemented various tutorials to teach players

## Relevant Work History

EMC Sandbox Team, Burlington, VT

February 2022 - May 2022

Research and Development Assistant

EMC King Street Center Design Challenge, Burlington, VT

September 2021 - January 2022

Human Centered Designer

## Other Interests

Ice Hockey	Gaming	Star Wars	Marvel
Dungeons and Dragons	Volleyball	Traveling	Geography