

Chance Cornell

538 Oak Lane • Mount Vernon, MO 65712

417.466.8710 • chancecornell@gmail.com

www.chancecornell.com • <https://www.linkedin.com/in/chance-cornell/>

Summary

Innovative game designer and producer with 7+ years of experience in a creative yet deadline-driven environment. Eager to steward game development and facilitate effective collaboration between teams. Dedicated to ensure that products remain fun and engaging to the player base.

Skill Highlights

- Agile Methodologies
- Production Management
- Perforce/SVN
- Photoshop/Maya
- Microsoft Office Suite
- Unity3D
- Unreal Engine
- C#
- Game Development
- Mobile Game Development
- Character Systems
- Combat Systems
- Level Design
- Technical Game Design
- User Interface Design

Experience

Freelance Level Designer

January 2021 - Present

Salt & Pixel, LLC

- Created and maintained level design documents.
- Developed major player encounters and puzzles in a true 8-bit side scrolling arcade game.

Freelance Game Programmer - C# / Producer

November 2019 - April 2020

Goblin Bashing Studios

- Maintained production goals of features and game assets to guarantee milestone deliverables.
- Created and maintained documentation regarding the player mechanics system.
- Reconstructed previous player mechanics to streamline the development process and ease the balancing of player mechanics and combat systems.
- Developed a weapon system using scriptable objects for rapid iteration.

Game Designer / Producer

April 2015-Present

Epic Tortoise Studios - Mount Vernon, MO

- Oversee production of projects and ensure milestones are met on time.
- Developed multiple games through entire game cycle from prototype phase to publishing.
- Created and maintained game design documents and level design documents.
- Developed clear and readable code for major game mechanics, player interactions, enemy AI systems, shop and crafting systems.

Education

Full Sail University, Winter Park, FL

May 2017 - October 2019

Game Design Bachelor's of Science

GPA: 3.92 • Valedictorian • Course Directors Award for Level Design