

Chance Cornell

Technical Game Designer and Level Designer

To obtain experience and to learn new technologies in game development.

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SKILLS

C# Programming

Character Systems

Combat Systems

Creative Writing

Level Design

Photoshop/Maya

Project Management

Technical Design

Unity 5+

Unreal 4+

Perforce/SVN

User Interface Design

EDUCATION

Game Design Bachelor of Science

Full Sail University

05/2017 – 10/2019

3.92 GPA

Courses

• Valedictorian

• Course Directors Award for Level Design

Missouri Peace Officer Class A License

Missouri Southern State University

01/2006 – 05/2008

Joplin, MO

PROJECTS

Super Stickball Deluxe (01/2020 – Present)

- Developed major game mechanics, player interactions, enemy systems and shop systems.
- Created user interface with a focus on usability practices and menu navigation systems.
- Creating this project in Unity and scripting in C#.
- Designing engaging and enjoyable levels.
- Used Asana to coordinate and plan task tracking using SCRUM production methodologies.

Untitled Project - Goblin Bashing Studios Contract (11/2019 – 01/2020)

- Reconstructed original player mechanics to be more streamlined and easier on balancing.
- Developed a weapon system using scriptable objects for rapid iteration.
- Created and maintained documentation regarding player mechanics system.
- Designed boomerang and grappling hook items as well as multiple projectile weapons.

Spooky Mansion - Full Sail University Capstone Project - Level Designer and Technical Designer (05/2019 – 10/2019)

- Collaborated with a team of 5 developers and 4 artists to complete the project in a 5-month time frame.
- Designed core level layouts and player interactions focusing on IPM (Introduce, Practice, Master) methodologies.
- Assisted in the development of core mechanics for player and object interactions.
- Created in Unity and scripted in C#.

Glip Glop (03/2019 – 04/2019)

- Collaborated with one other developer using Unity and C#.
- Created project from start to finish in one month.
- Developed player mechanics and enemy AI system.
- Created user interface system and collection system.
- Designed levels using IPM (Introduce, Practice, Master) methodologies.

PROJECTS

Heroes of Dungeon - Developer (04/2015 – 04/2016)

- Developed game mechanics with a focus on player interactions and created art assets.
- Collaborated with one programmer, scripted in C#.
- Released on mobile platforms (Google Play/Apple Store)
- Created in Unity.

WORK EXPERIENCE

Department Manager

WalMart

01/2019 – Present

Achievements/Tasks

- Department Manager of Sporting Goods, Automotive, and Hardware Departments.
- Lead team of 5 associates.
- Directs and guides team members through daily tasks for day to day business operations.

Patrol Officer/School Resource Officer

City of Mount Vernon

06/2008 – 01/2019

Achievements/Tasks

- Patrol Officer for 4 years before starting a School Resource Officer program for the city which I held for 7 years.
- Assisted citizens during times of grief, distress, and turmoil.
- Demonstrated excellent communication skills to de-escalate situations.
- Taught school staff and students safety techniques for active shooter situations.
- Presented MSTA Friend of Education Award (2014)