

Chris J. Beagle

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WORK EXPERIENCE

- 2017-current **Associate Technical Designer – High Moon Studios**
- Call of Duty: Modern Warfare
 - > Solely responsible for the tech design needs of the level Hunting Party.
 - > Partially responsible for the tech design needs of the level Old Comrades.
 - > Solely responsible for the memory management of aforementioned levels.
 - Destiny 2: Forsaken
 - > Collaborated on the design of the new Cryo-Pod and Soul Harvester public events and solely responsible for their functional implementation.
 - > Innovated on the way new public event archetypes are implemented, introducing modularity and a dynamic script, allowing drastic variance between instances of a single archetype, as exhibited by Cryo-Pod events.
 - > Collaborated on the design of the unique mechanics in the Trickster adventure and solely responsible for their functional implementation.
 - > Supported a variety of other activities throughout the Tangled Shore.
 - > Collaborated on memory management and optimization of our activities.
- 2015-2017 **Quality Assurance Tester – Motiga**
- Gigantic
 - > Responsible for finding, investigating, and documenting bugs, verifying bug fixes, and participating in playtests.
 - > Provided actionable feedback to the design team, was highly involved with the community, and designed hero kits as pet projects, one of which I implemented as a fully fleshed-out prototype.
- 2014-2015 **Professors' Assistant – DigiPen Institute of Technology**
- Responsible for grading and supplementary instruction, including office hours.
 - > Game Design: Game Mechanics I – Professor Jeremy Holcomb
 - > Game Design: Game Mechanics II – Professor Jeremy Holcomb
 - > Computer Science: Scripting Languages – Professor Elie Abi-Chahine
 - > Computer Science: Advanced Scripting – Professor Elie Abi-Chahine
 - > Robotics and Engineering: ProjectFUN Preview – Professor Brian Tugade
- 2008-2011 **Correctional Officer – State of California, Pelican Bay State Prison**
- Responsible for the lives, structures, and duties as dictated by post and proximity.

ENGINES Unity, Unreal Engine 4, Radiant (Call of Duty), Grognok (Destiny), Zero (DigiPen)

LANGUAGES C#, Blueprints, Python, Lua, JavaScript, ActionScript 3.0, [elementary] C/C++/LPC

SOFTWARE P4V, JIRA, Confluence, Excel, Photoshop, Maya, Mixcraft, Bonobo (Destiny)

EDUCATION Bachelor of Arts in Game Design – DigiPen Institute of Technology

Please visit www.cjbeagle.com for more details, more projects, design commentary, and relevant media.