# CHRIS LENHART

## LEVELS • ENCOUNTERS • GAMEPLAY

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Ardsley, NY

## PROFILE SUMMARY

### Level Designer

Ambitious game design graduate who creates interesting levels and action-packed encounters filled with minute-to-minute gameplay. Passionate, hardworking designer tackling challenging projects to create memorable experiences.

## EDUCATION

Bachelor's of Arts, Game Design

Minor, Social Media Marketing

High Point University, NC | May 2022

## ORGANIZATIONS

Game Development Club
Developed, critiqued, and discussed game design. Participated in Game Jams.

High Point Club Esports
Served as Overwatch White Team Captain. Participated as a Member of the Productivity Enhancement Team.

## SKILLS

- Unreal Engine 4 & 5
- Visual scripting
- Level design
- Github
- Agile project management
- Trello
- Leadership
- Communication
- Fast learner
- Creative problem solver
- Collaboration

## WORK EXPERIENCE

### Omnificent - Game Designer

Omnificent Studios LLC | Remote | Sept. 2022 - Current

- Designed a level-up system that integrated existing systems into one, streamlining player progression
- Prototyped new level-up screens and player inventory screens for clearer indications inside menus
- Built *Main Menu*, *Shop*, and *Options* as 3D game menus
- Created and fostered Event progression system inside gameplay loops, increasing the baseline gameplay experience
- Led and maintained design documentation on spells & equipment, establishing consistency in the project
- Conceptualized engaging gameplay loops with specific enemies, achieving exciting minute-to-minute action
- Developing levels from greybox to final asset, ensuring a rich environment in the final product
- Conducting QA Testing & User Research/Testing

### Mount Pleasant Town Pool - W.S.I & Swim Team Coach

M.P.P.T | Pleasantville NY | Aug. 2015 - Aug. 2019

- Worked as a Lifeguard, Water Safety Instructor, and Swim Team Coach seasonally for four years
- Coordinated with the entire coaching staff to have organized swim meets, utilizing project management skills
- Assisted Head Coach with daily tasks, program planning, and implementation of swim drills
- Facilitated fun and inclusive swim games to reward the team after a win

## PROJECTS

### Syber Skimmer

High Point University Capstone | Dec. 2021 - May 2022

- Led as Project Leader & level designer with a team of six
- Built Points of Interest inside levels
- Managed agile team workflow to ensure product delivery at each stage
- Designed and developed boss encounter
- Created weapons and weapon systems
- Conducted User Playtesting

### Star Runner

High Point University | November 2020

- Served as Programmer and Engineer for a two week project
- Worked on primary gameplay loop of horde survival
- Implemented scoring features
- Developed simple agents for gameplay loop