

# Chase S Gordon

Combat Designer / Scripter

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*6+ years of experience shipping AAA games as a combat designer with a computer science background*

## Engines

- Multiple Proprietary / custom
- Unreal Engine
- Source
- Creation Kit (GECK / Skyrim)
- Forge (Halo Forge World)
- Unity

## Software

- Microsoft Visual Studio
- 3D Studio Max & Maya
- Adobe Photoshop
- Microsoft Office
- Perforce & Tortoise SVN
- Havok Behavior Tool (now HAT)

## Languages

- Lua
- C#
- C++
- UnrealScript
- Java

## Experience (Vicarious Visions)

### Combat Designer

June 2018 – Feb 2019

#### *Destiny 2 Forsaken: Season Pass*

- Owned and crafted the **boss, Enkaar**, for the Last Word Quest-line until Alpha state for hand off (personnel changes)
- Created additional, yet to be released combatant work

### Boss Combat Designer

Oct 2016 – Feb 2017

#### *Crash Bandicoot: N. Sane Trilogy*

- Owned and crafted **five boss fights** (ex: Koala Kong), bringing them to an Alpha state to hand off (personnel changes)
- Scripted level arena events and hazards pertaining to the fights

### Combat Designer

Nov 2014 – Sept 2015

#### *Skylanders: Superchargers*

- Ideated and crafted **six unique Skylanders** (ex: Nightfall) including abilities and upgrades
- Maintained additional Skylanders and abilities
- Responded to market testing to make sure the characters met consumer expectations

### Combat Designer

Sept 2012 – July 2013

#### *Skylanders: Swap Force*

- Ideated and designed **six unique Skylanders** (ex: Countdown) including abilities and upgrades
- Maintained additional Skylanders and abilities
- Responded to market testing to make sure the characters met consumer expectations

### Raid Combat Designer

Apr 2017 – May 2018

#### *Destiny 2: Warmind*

- Owned and crafted the multiphase **final encounter** of the Spire of Stars raid
- Owned the **final Boss, Val Ca'uor**, whose implementation included coordinating with all disciplines to finalize the experience

### Combat Designer

Oct 2015 – Sept 2016

#### *Skylanders: Imaginators*

- Owned and crafted the abilities and upgrades for two crossover characters, **Crash Bandicoot** and **Dr. Neo Cortex**
- Maintained the branding of the Crash characters within the Skylanders setting

### System Designer

Oct 2013 – Oct 2014

#### *Skylanders: Trap Team*

- Implemented the **demo to full version upgrade system** for mobile platform, including the upsell path.
- Designed and crafted a unique camera traversal system

### Level and Combat Designer

Oct 2009 – Aug 2012

#### School and Personal Projects

- Ideated and designed **levels** for *Dungeon Defenders*, *Halo: Reach*, *Gears of War*, *Half Life 2*, and *Fallout 3*
- Ideated and designed encounters and levels for various small team game projects (4-15 person projects)

## Education

### Master of Interactive Technology, specialization in Level Design

*The Guildhall at Southern Methodist University*

Dec 2011

- Master's Thesis: How Player Failure Determines Player Pathing Adjustments

### Bachelor of Science, Computer Science

*Vanderbilt University*

May 2008

- Majors: Computer Science and Mathematics
- Minors: Engineering Management and Managerial Studies: Information Systems