



CHRISTINA "PHAZERO" CURLEE

GAME AND LEVEL DESIGNER

Address:

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ABOUT:

Multidisciplinary designer skilled in prototyping, scripting, design documentation, storytelling, and human psychology. A deep thinker that brings traditional fine arts, digital arts, science, and a humanities background together for emotional-driven, relatable, meaningful conceptual stories with a solid play design.

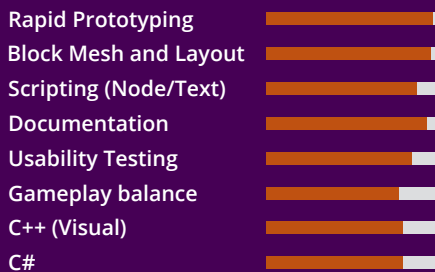
PORTFOLIO

Phazero.Artstation.com

www.ChristinaZero.com

[LinkedIn: Phazero](#)

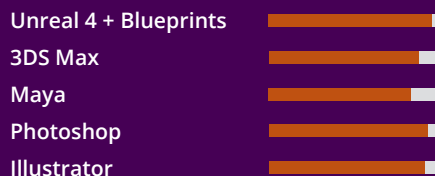
SKILLS



STRENGTHS



PROGRAMS



RECENT PERSONAL PROJECTS

03.2019-05.2019

GAME DESIGN...
THE GAME |
Puzzle/Adventure

GAME AND LEVEL DESIGNER, SCRIPTER

Sole developer. Designed, blocked-in, and implemented narrative, puzzles, dialogue. Built systems (inventory, drawing, puzzles) and scripted gameplay events in Unreal Blueprints. Implemented and highly customized assets and features from asset store.

12.2017-10.2018

ARTIFACTS II |
Narrative/RPG

GAME AND LEVEL DESIGNER, SCRIPTER

Designed gameplay mechanics, environments, and systems through extensive documentation and testing. Strong storytelling and pacing design focus.

11.2018-12.2018

EFFIGY
Horror/Puzzle

GAME AND LEVEL DESIGNER, SCRIPTER

Designed gameplay mechanics and environments. Implemented and customized inventory and locking door system from asset store. Strong use of playtesting and multi-iterations to final game.

RECENT WORK EXPERIENCE

06.2018-09.2018

Game/Level
Designer [Intern]
at Penumbra

GAME AND LEVEL DESIGNER, SCRIPTER

Blocked in levels and prototyped mechanics in Unreal. Responsible for producing the level and implementing assets and features. Built tools for design and art team.

Current

Game Development
Assistant Professor
at UCLA

TEACHING

Leading course discussion in game design and development, and answering student questions. Guiding students in game creation and mentoring on design choices. Lecturing on communication of game design principals and programming.

EDUCATION

June 2019

UCLA
Design | Media Arts
Master of Fine Arts,
Concentration
in Game Design

December 2016

University of Texas,
Fine Arts
Bachelor of Fine Arts
Concentration
in Game Development

FULL SKILLS LIST

- 3ds Max
- Adobe Illustrator
- Adobe Premiere
- After Effects
- Beginner Python scripting
- Full-body VR systems
- Mac
- Maya
- Microsoft Office
- Mudbox
- Oculus
- Perforce
- Photoshop
- Powershell
- SCRUM
- Slack
- Substance Painter
- Taiga
- UE4 Blueprints
- Unreal Engine 4
- Unity 3D
- Virtual Reality
- Video Editing
- Windows
- Zbrush

RECENT AWARDS

EYEO Festival 2019 Official Speaker

IGDA Scholar 2018

UCLA Game Art Festival 2017

Glitch City Arcade 2018

Indie Cade 2018 Official Selection

IGDA Women in Games Ambassador 2016

Different Games Conference

Official Selection 2018