

Chloe Turnbull - Game Designer

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Technical Skills & Tools

Software: Unreal 4/5, Unity, JIRA, Perforce, Confluence, Adobe Suite, Microsoft Office, 3DS Max

Languages: C#, C++, Unreal Blueprints

Work Experience

Game Design Intern • September 2021 - December 2021

Archetype Entertainment

- Member of the design team for an unannounced sci-fi RPG
- Completed critical tasks within a two week deadline
- Created prototypes for weapons, companion ability, and miniboss ability using Unreal 5
- Reiterated based on feedback from other teams including QA, Engineering, and Design

Games

Facility X • Gameplay Designer, Level Designer • September 2021 - May 2022

Stealth horror adventure game where players infiltrate a government facility, capstone game

- Implemented puzzles for stealth gameplay and exploration using Unreal Blueprints
- Worked with the narrative designer to design gameplay and progression
- Collaborated with the programmer to design enemy AI and behavior
- Grayboxed the level and reiterated to align with the narrative designer and writer's vision

Declaration of Rites • Game Designer • September 2021 - December 2021

Local multiplayer puzzle platformer where players use multipurpose spikes to create platforms, break blocks, solve puzzles, and defeat ghastly foes

- Led and guided a team of 7 designers in a team of 24 for a class simulating a small game studio
- Designed mechanics for all bosses and implemented their spaces with level designers
- Balanced game difficulty to ensure content can be enjoyed by players of different skill levels
- Frequently maintained design documentation with emphasis on clarity

Over My Dead Body! • Game Designer • April 2022

2D Puzzle platformer made during a 24 hour game jam where players use their dead bodies to complete levels

- Created each level to be short and emphasize failure as the main mechanic
- Collaborated with programmers on developing in-game hazards for unique death gimmicks
- Made tile sets and environmental pieces in Photoshop before implementing them into Unity to help build levels consistently

Education

George Mason University 2018-2022 - BFA in Computer Game Design